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SMASH TAPE 23

Lummocks!! What's this space doing here!? Something's happened to your Cover Tape, hasn't it!? Hmmmm. What about that chap behind the counter, eh? Have a butchers! Yep, he looks pretty shifty, doesn't he? He's probably got it, we'll wager!

He… oop! SAM Coupé!

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Your Sinclair, Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE
ISSN 0269-6983

Cover Illustration: Jim McCarthy

A Dennis Publication



Whhhoooooosshhhh! Yee-hah! Ooh! Paf! Paf! Paf! Fweeee! (Ahem.) How many Firework Night sound effects can you think of, readers? How's about...

Pssst

Yeah, that's all very well, but who are Ali and Steve when they're at home? You may not have heard of them, but they're our ad sales people — without them sweet talking the likes of Ocean and US Gold there wouldn't be a *Your Sinclair*!

Except both of them have got the wander-bug so they won't be doing it any more (sniff). Alison has decided to take the high road to South America for a year (land of the Candiru, that wee scamp of a fish that sort of likes to, um, swim up your, er... Yikes!), while Steve has just as adventurously departed for India (land of the Estuarine Crocodile, the world's largest man eating croc). Provided neither of them go for any ill-advised midnight dips they should be okay, and might (just might) even return to us in the new year. Hurrah!







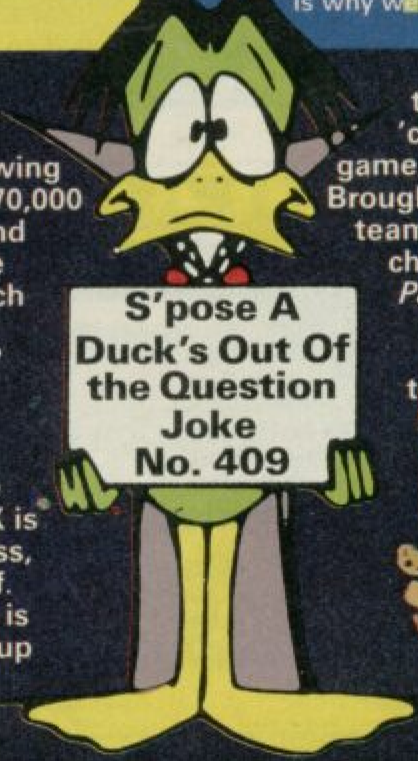
Ali: Has she packed her Candiru-proof swimming cossie?

Steve: Will he find any Speccies in the Punjab?

Your Sinclair We're Number One!!!

Well, saw off our legs and call us stumpy!!! Not only is *YS* quite obviously the snazziest, niftiest little Spec mag in Christendom (and outside it too for that matter) but now it's also the best selling one too!! In the last month the Audit Bureau of Circulations people (who work out how many copies a magazine sells each issue) have released the figures for *Your Sinclair* and its two rivals, *Sinclair User* and *Crash*. And — in a dramatic turnaround from last time — we're streets ahead of *SU* and probably half a county in front of *Crash*! So we're number one! Which is why we're shouting about it!

Are you a duck fan? Quite a lot of you must be, wot with viewing figures of 6.5 million, 70,000 videocassettes sold and now a new Alternative software game... Which duck are we talking about? Daffy? Donald? Howard? Dynamite? Nope, none of these lesser fowl are fab enough. Yes, folks, the fabbest duck in the UK is that Prince Of Duckness, Count Duckula himself. The Thames TV series is coffin and splattering up the UK TV charts as we speak, and why is this significant? Well, 'cos of the Alternative game, of course, dummy. Brought to you by the same team that produced the chart- topping *Postman Pat* (*Er, pardon? Ed*) and soon *Postman Pat II*, the game promises to be another hilarious licence. A bit like Pssst's driving licence, really. Chuckle.



Top Ten Games

Full Price

This Month	Last Month	Game/ Publisher
1	(NE)	*Rick Dangerous*/ Rainbird
2	(NE)	*New Zealand Story*/Ocean
3	(NE)	*Licence To Kill*/ Domark
4	(NE)	*Indiana Jones And The Last Crusade*/ US Gold
5	(1)	*Robocop*/Ocean
6	(4)	*Forgotten Worlds*/ US Gold
7	(3)	*Silkworm*/Virgin
8	(NE)	*APB*/Tengen
9	(2)	*Dragon Ninja*/ Ocean
10	(NE)	*Batman*/Ocean

Budget

This Month	Last Month	Game/ Publisher
1	(2)	*Yie Ar Kung Fu*/Hit Squad
2	(NE)	*Crazy Cars*/Hit Squad
3	(1)	*Green Beret*/Hit Squad
4	(4)	*Enduro Racer*/Hit Squad
5	(3)	*Daley Thompson's Decathlon*/Hit Squad
6	(NE)	*MiG 29*/Code Masters
7	(NE)	*Scooby Doo*/ Encore
8	(NE)	*Summer Games*/ Kixx
9	(NE)	*Monte Carlo Casino*/Code Masters
10	(NE)	*Barry McGuigan World Championship Boxing*/ Mastertronic

RACHAEL'S HALF-TERM MOVIE RAVE!

GLEAMING THE CUBE (PG)

Christian Slater, Steven Bauer

Wheeee... Here's Rachael on her skateboard performing an ollie to vert half-air boneless bogey nosepick. KER-ASHHHH!!!! Ouch! Here's Rachael in her plaster cast reviewing a movie about skateboarding. A skateboarding detective story to be precise.

Brian Kelly carves radical 'crete all around LA as he skates to and from school. In short, he lives the life of a dude.

Meanwhile adopted brother and Vietnamese refugee Vinh stays at home and studies. He wants to be a briefcase-carrying suit and already does the accounts for a Vietnamese aid association. Then he and his trusty pocket calculator stumble on some dodgy dealings and end up deadsville, courtesy of the villains.

The police mark it down as suicide. But Bri' isn't convinced and, like the Lone Ranger, saddles up his trusty stick to solve the crime.



Now this could have been the usual mish-mash of misunderstood skate culture and silly Famous Five plot. But the story holds up okay. The scriptwriter hung out with some real skateboarders to get the right attitudes.

And it also stars hearth throb Christian Slater. It's enough to make me religious. (Geddit???)

All in all, a really entertaining film. The only problem is the title. I thought it was all about scaring old ladies in the High Street on Saturdays!

Win! Win! Win! Five Cheetah Lightguns!



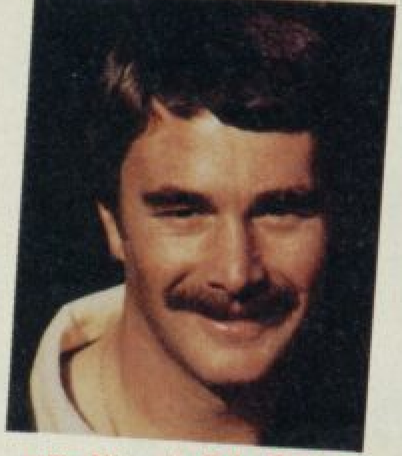
Yes, it's tuh-rue. We've got our li'l old heads together with Cheetah Marketing to bring you a fab, little (small but perfectly formed) compo. Ready? Right. What you win if you get this question right is a brand new, spanking (yowch!) Cheetah lightgun and all the trimmings for your Spectrum. Ber-illiant, huh? So what's the question... oh no, not the boring old 'how fast does a cheetah run' rubbish. No, no, no, this is much more serious than that. How about this?

What is a photon? Is it:
a) The distance between the Earth and the Moon?
b) A quantum of electromagnetic radiation, regarded as a particle with zero rest mass and charge?
c) A unit of astronomical measurement?
d) A branch of Sainsburys in Chelmsford?

Scribble down your answers on a slip of paper and send it to *Where The Photon In The Universe Are We?* Compo, Pssst, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And get your entries in before 30th November 1989 or we're keeping them all to ourselves. Ner ner ner.

A Barbies Of The Rich And Famous/ Trainspotters Throughout History Co-Production

No. 69. Fireworks Night With Nigel Mansell



David Well, it's all very well to be invited to a barbie on Fireworks Night, but to such a triffic bloke's house... well. What can I say? Nigel showed me into his 'foy-er' as he calls it (it just looks like a hall to me), and handed me a warm glass of Dubonnet and tonic. Blurgh. "Hello, Davey," said Nige, reading from the card his wife was holding up behind my head. "It's Really Nice To See You Tonight Of All Nights. Have A Glass Of Booze And Let's Boogie." We trotted across the plush orange carpet to the patio, which Nige told me took him six months and two whole bags of concrete to put down. Triff, Nige. And so to the food. As me and his wife sat noshing into a matched pair of Steakhouse grills, Nige set off the three or four bangers he'd planted in the garden earlier on. Bang! said the bangers. Sizzle! said the Steakhouse grills. "Ooh. Aah," said Nige. What a nice evening.

Strange But True Fireworks Night Fact No. 5

Yes, it's a fact. Did you know that if you cross a banger with a pensioner, you get a blue touchpaper you can't light because it's retired already?

Tizers

• *Atomic Robo-Kid*, the Corky Coin-Op from last year, is to be brought to the Speccy by Activision early(ish) in '89. Work has hardly started yet, so we can't tell you much about it except that it's a traditional horizontally scrolling shoot-'em-up with a cute, boxy central character.

• Crazy French software house Infogrames has a couple of newies with equally silly sounding names out before Christmas – *Tintin* and *Bobo*. *Tintin* (or *Tintin On The Moon* to give it its full title) is of course based on the famous Belgian cartoon character by Hergé. It's a four level platform and ladders romp with looks not unlike *Dan Dare*, though there are some little space ship bits planned too. On the other hand, *Bobo* is, um, also based on a Belgian cartoon character, though this one ain't so famous. It's been out on the 16 bitters for some time apparently, and is all about a rather hopeless convict who keeps trying to escape, but of course never does. There are six mini games, one based on spud bashing, where he has to peel potatoes against the clock, another involving floor cleaning where he has to stop people walking across it before it dries, and so on. Rivetting stuff, eh? Infogrames realises it sounds about as playable as *Advanced Lawn Mower Simulator*, but insists that it's all quite fun really.

• System 3 has rescheduled *Vendetta* – its driving-around-in-a-Ferrari-and-beating-up-crooks game – for the New Year. Stablemates will be its as-yet-un-named tennis simulation and *Flimbus's Quest*, a cutsie platform and ladders game.

• Audiogenic is entering the footie management stakes with *Superleague Soccer* – a game it says can be played in parallel with its *Emlyn Hughes International Soccer* arcade game, giving a sort of super-edited highlights effect to the proceedings. Tactical advice apparently came from the West Ham manager, who should know. Though he did cock it up a bit last season when his team was demoted.

• There'll be more footie action this Christmas with Gremlin's *Footballer Of The Year 2* hitting the shops towards the end of October. This isn't its last Speccy release, mind you, 'cos a compilation called *The House Mix* will be out about the same time. It'll contain *Artura* (a bit useless), *Technocop* (average), *Motor Massacre* (can't remember), *Skate Crazy* (brilliant), *Night Raider* (hmm) and *Dark Fusion* (pretty good).

Lumme Blimey O'Riley!! Do we bring you the business or what? Our 23rd (23rd!!) Smash Tape features the delights of Ocean's unique, fabaroony, not-available-in-the-shops *Flashpoint* plus an exclusive playable demo of one level of Activision's Christmas biggie *Power Drift*! Cork!

YS SM
FLASHPO

FLASHPOINT

Ocean

You really have been spoilt recently, what with all these easy-peasy arcade games that have been coming your way. So now it's time to rev up your intellect, put your brain cells into gear and burn some grey matter. *Flashpoint* was on the brink of being released at full price by Ocean when suddenly it occurred that, rather than restricting it to the dosh-laden few, it might as well circulate it overnight to the *créme de la créme* of computer users — those *YS* Spec-chums themselves.

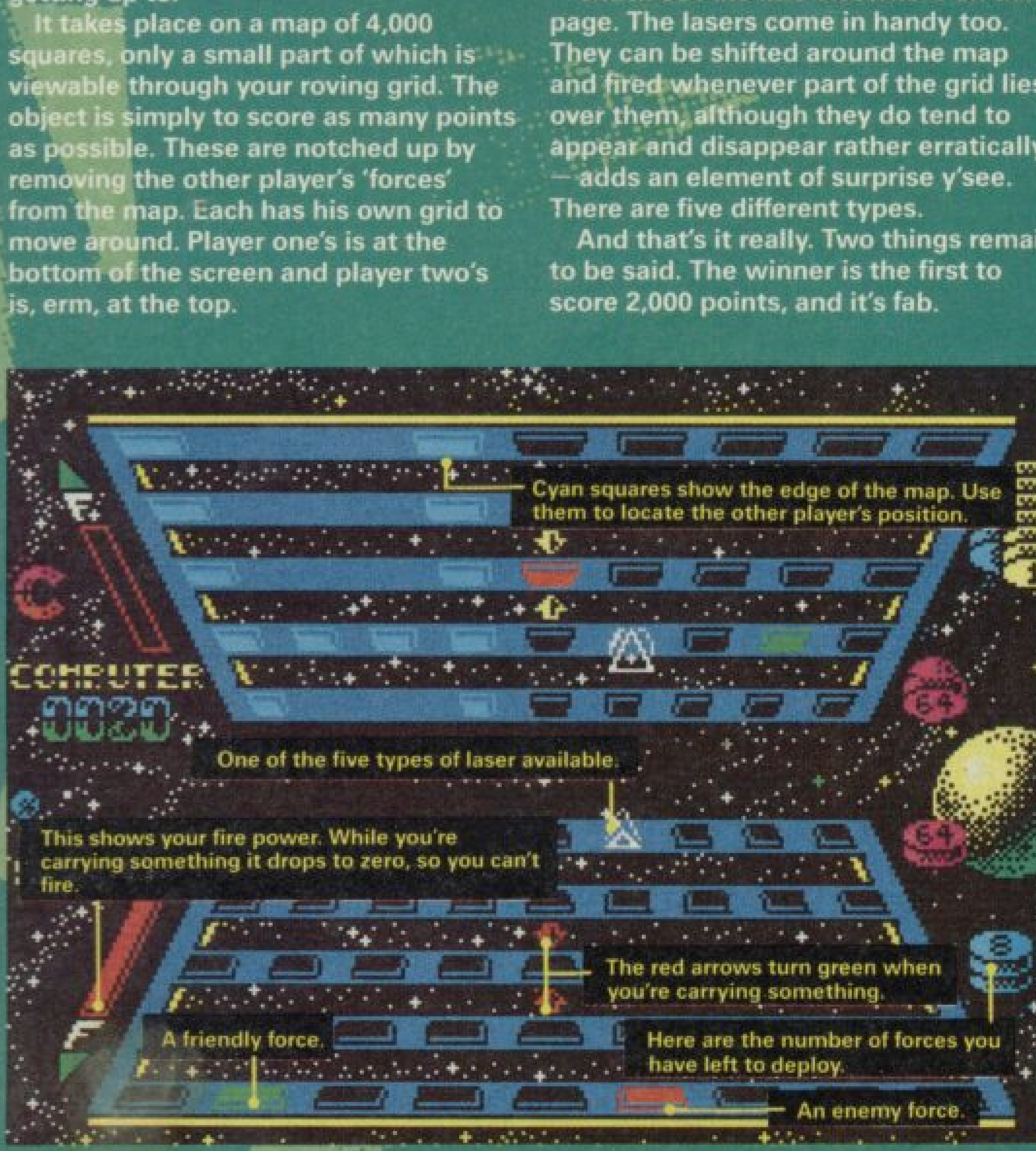
Don't be under the impression that just because *Flashpoint* is a thinking person's game it lacks the snazzy graphics and fast-paced action of the stuff you may be more used to. Good heavens, no. Everything moves at lightning speed, and as well as concentrating on the game from your point of view you'll also need to keep a careful eye on what the other chap's getting up to.

It takes place on a map of 4,000 squares, only a small part of which is viewable through your roving grid. The object is simply to score as many points as possible. These are notched up by removing the other player's 'forces' from the map. Each has his own grid to move around. Player one's is at the bottom of the screen and player two's is, erm, at the top.

At the start of the game the map is blank except for the odd laser here and there (more on them later). You have a limited number of forces available (shown on the right of the screen) and to conjure one of them up you just need to press down and fire. It can be moved around and then placed on the map by pressing down and firing again. To zap one of the other guy's forces simply align one of yours so it's in the same grid position as the target, and press fire. Bingo! Ten points. Be aware though that forces are immune when they're in the middle square of the grid.

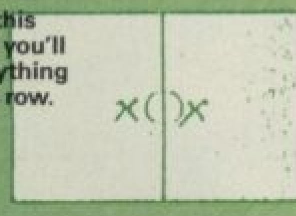
As well as all this simple stuff, there are special formations of forces that will give more dramatic results, sometimes wiping out whole chunks of your opponent's brigade at a stroke. One of these is achieved by placing three of your squares in a horizontal line and then moving the grid so one of the squares is at the edge of it. Press fire and blammo! Any enemy forces on that line are eliminated. The other formations are a bit more complicated — check out the info elsewhere on the page. The lasers come in handy too. They can be shifted around the map and fired whenever part of the grid lies over them, although they do tend to appear and disappear rather erratically — adds an element of surprise y'see. There are five different types.

And that's it really. Two things remain to be said. The winner is the first to score 2,000 points, and it's fab.

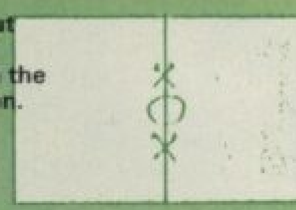


FORMATIONS

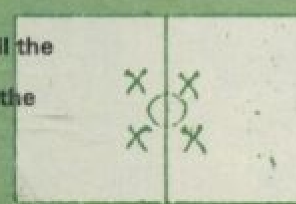
Press fire in this position and you'll destroy everything in the centre row.



The same, but wipes out everything in the centre column.

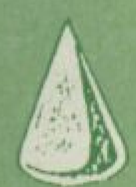


Completely obliterates all the squares surrounding the centre one.



LASERS

This one destroys whatever's in the equivalent square in the opposite grid.



This one does the same, but four squares to the right...



... and this one to the left.



This one only works from the back corner tiles, and destroys anything in the front corners...



... and this does the opposite.



ASH TAPE NO 23
OINT AND POWER DRIFT

POWER DRIFT

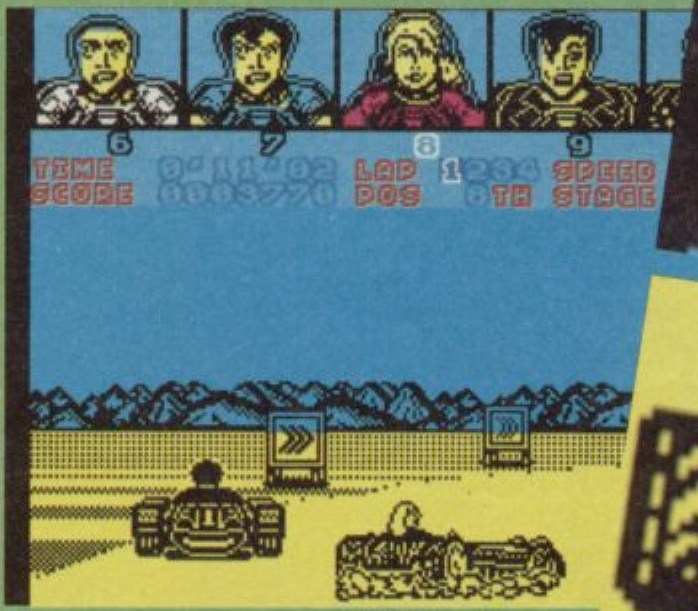
Activision

Here it is, an extra special *Your Sinclair* level of Activision's Christmas biggie, *Power Drift*. You're the daredevil driver of this neat little dune buggy, racing around a series of ever-so-wibbly up-and-down tracks against 11 other rude racers. Get in the top three of each race and you move on to the next level. (Except you don't here, because it's only a demo of one track. What d'you want, blood??)

The complete game takes us around five courses, with five different tracks on each. Some are pretty simple, some loop under themselves like figures of eight and some are even more complicated. The one on this month's cover cassette is a special level not included in the complete version and designed to highlight a lot of the main points of the game. It's been put together by programmer John Mullins and artist Clive Paul, and includes sharp bends, fiendish jumps and loads of things to crash into (or avoid crashing into, if you get our drift).

Unfortunately, they couldn't find room on the Speccy to include the spectacular flip-out crashes of the arcade game (the cars simply spin instead) but all in all they've produced a very fast and smooth racing game, a good few steps on from their previous work, *WEC Le Mans*.

Eat dirt, roadhogs! *Power Drift* features the bounciest, twistiest track ever, the most aggressive rival drivers and more roadside hazards than you could shake a stick at!

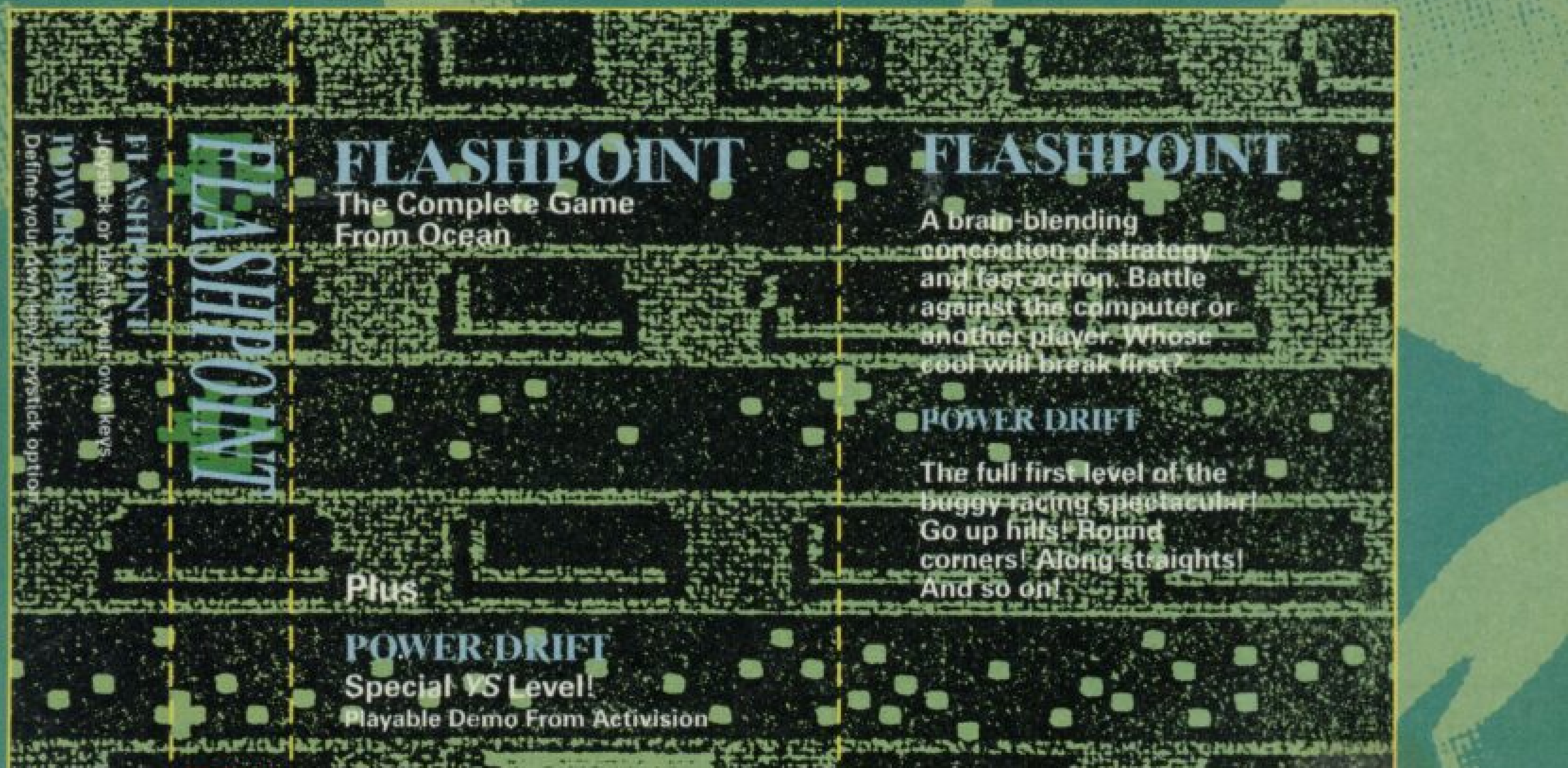


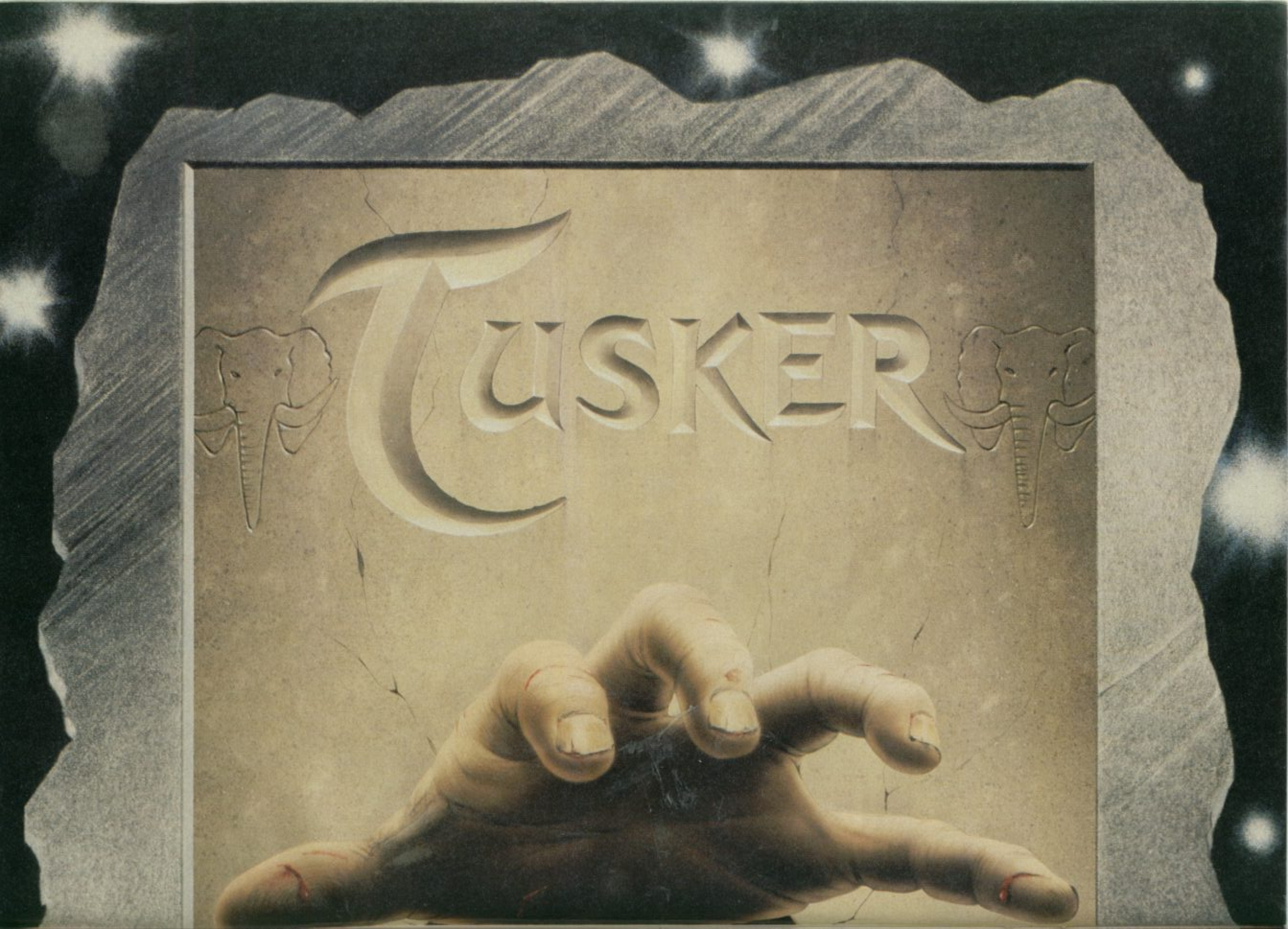




TAPE TRUBBS

Tape won't load, eh? Yep, we know it's annoying, but it happens to the best of us at some time or another. Don't despair though – we've got the surefire *YS* remedy. Simply pop your faulty cassette in an envelope, add an sae to keep it company, and post it to *YS* Tape Returns No 23, *Flashpoint*, Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW. A working copy should board the cool boat to your house soon after!




TUSKER


ONE MAN'S DREAM
ONE MAN'S DESTINY
SYSTEM·3

Power

Just when you thought it was safe to get back behind the wheel, Activision's *Power Drift* comes screeching around the corner and drives you off into strange uncharted racetracks throughout the cosmos. Ace driver *Phil Snouty* takes it for a ride.

Some driving games can be a drag, can't they? All that whizzing around in circles for no readily apparent reason, and getting beaten by cars going impossibly fast when the best you can do is crawl along like a snail on tranquilisers. Depressing, isn't it? Well, *un*press yourself, 'cos you're about to be *im*pressed. The only drag in *Power Drift* is the drag-style racer in which you spurt along the amazing twisty tracks.

Isn A Game, Innit?

Power Drift comes from Activision via Sega, who manufactured the original Corky Coin-Op machine. There are five courses to choose from, each marked A to E. As one of a field of 12 cosmic road racers, you have to be in the first three across the line or you're out, and, believe you me, it's going to be no picnic to get into the number three slot in all five stages. The first three stages of each course are apparently easy-peasy, just as I say a matter of staying in the first three past the line. But stages four and five contain more wacky obstacles like jumps. Sure, there are ramps on scaffolding which take you up in the air and bring you gently down to earth again, but sometimes the ground just disappears and you better be going fast enough to get to the other side or SPLATTO!, they'll have to get you out of your seat with a fish slice.

As you progress through the stages the courses get harder and more nasty, with bigger jumps and faster corners. The other cars don't actually get any faster or more intelligent, but since the courses get more difficult this doesn't show. The design of each track is progressively more complex as you go along.

An element from the coin-op which is sadly lacking from the Spectrum version is the overhead views of the tracks that you get in track selection mode. This would show you the different tracks as a plan view, with all the ups and downs in precision detail. So in this version you can't see that some circuits are round, some straight, and some two figure eights on top of each other with ramps going between them. But never mind, something had to go when they crammed this multi-megabyte extravaganza into a 48K Speccy, and that was it. It shouldn't spoil your tyre-screeching enjoyment of the game though. And it is one of the screechiest games about. Your racer is so overpowered that it skids around every single corner, so after each race there's more rubber on the road than there is on your tyres.

At the beginning of the game you select your player from the 12 faces competing. Having chosen your character, you're put in your car to race the others. Each motor has its own position, and, unlike many other games, the cars occupy real places on the track in the computer's memory, so chasing and overtaking are possible. Normally in games like *WEC Le Mans* and *Pole Position* the movement of cars is random, and placings just rely on how many cars pass you. But in this game the race is real — you really do have to beat the other racers. A nice little device which has made it over from the coin-op is the display running across the top of the screen. This shows the faces of you and the other drivers with the placement of each underneath. The number under you changes as you get overtaken, as do the faces of the leading and following drivers.

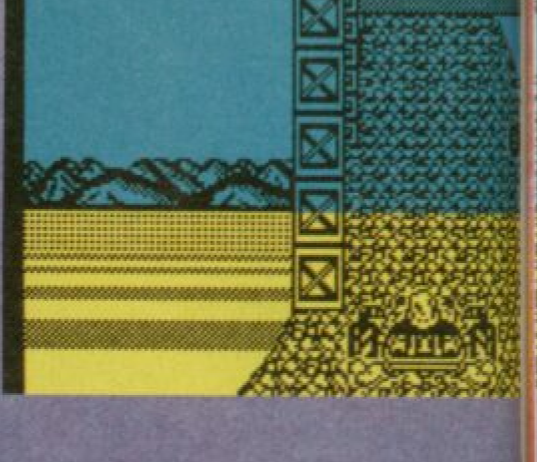
Wake The Programmers!

Its programmers are no newcomers to racing games. In fact they're the self-same team that brought you *Winter Games, The Games, Tai-Pan* and even *WEC Le Mans* itself, which as we all know ain't *a* road racing game, it's *the* road racing game (or, at least, it has been for yonks). So John Mullins thought that doing another one would be a piece of, well, cake. But not so. "We thought we could just rip the code out and build the new game around it. But on *WEC* the track runs along the ground, whereas on *Power Drift* the road rises up out of the ground and travels over it. So we had to do it from scratch, and with all that 3D stuff, well, there's a fair amount of maths going on." Apparently they figured out a new technique which looks like 3D, works like 3D but isn't 3D. On the 48K Spectrum, where compression is the order of the day and you've got six megabytes of coin-op, you obviously need to invent a few neat techniques to keep up the speed and gameplay. Obviously it had to be a multi-load, but why hold up the game by making it load in the middle of the action? To avoid this annoying tendency (a feature of games like *OutRun*) *Power Drift* levels load in complete from the tape. So there'll be no stops in the action!

Fax Box

Game .... *Power Drift*
Publisher .... **Activision**
Programmers ... **John Mullins and Clive Paul**
Street Date .... **November**





r Drift

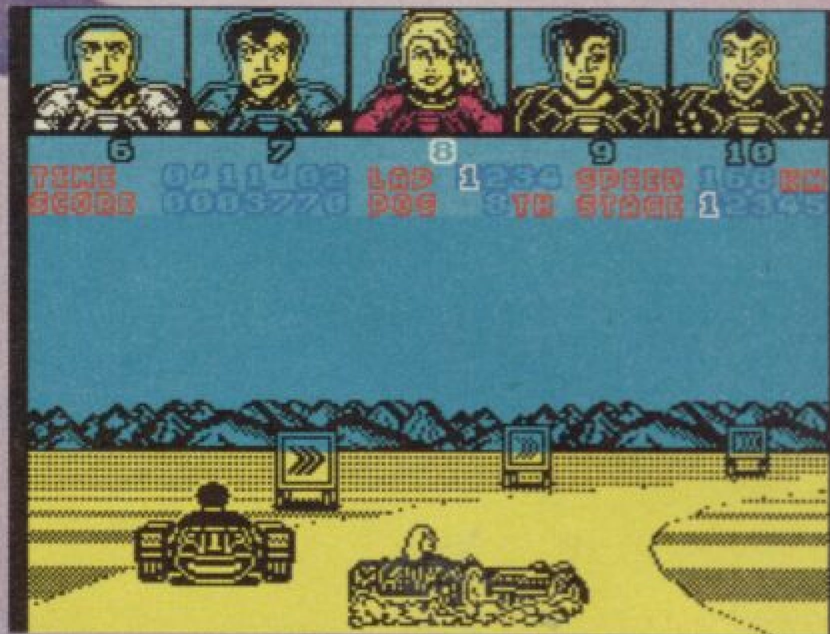


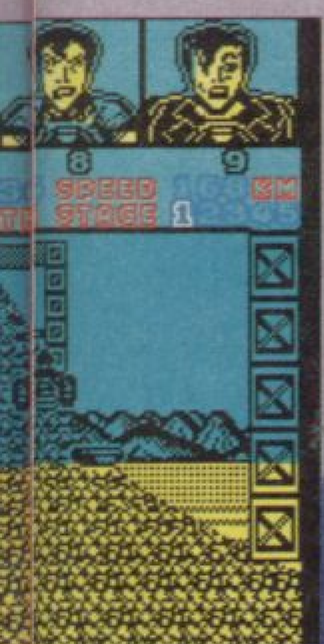
Three, Two, One

Look at 'er go! Our stirling silver foxtress takes to the road and puts pedal to the metal. See the bits of rubber fly in all directions! See our heroine's hair blowing in the breeze as she battles her way through the pack for a place in the top three!

Squeeeallll!

Clouds of desert sand and rubber dust billow up as she squeals around the bend, narrowly missing the lamp posts and billboards around the course. Sometimes overtaking doesn't reduce your placing, but that's because you've lapped the car in question.



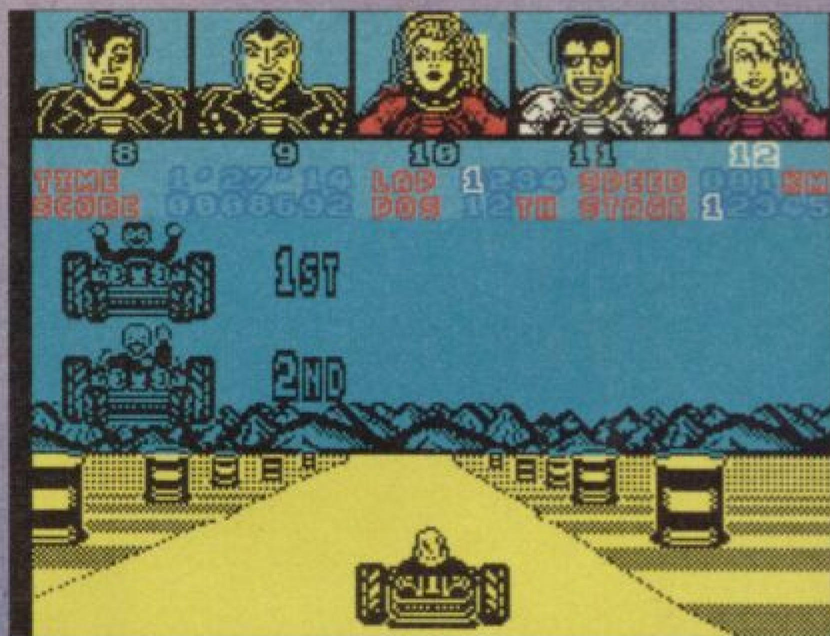


Allez... Oop!

Soon you begin to see the point of *Power Drift*. Whereas most other games are bolted to the ground, *Power Drift* whizzes up in the air on tracks which undulate like a roller coaster in a car ad. (Oo. I feel sick... Blorp!)

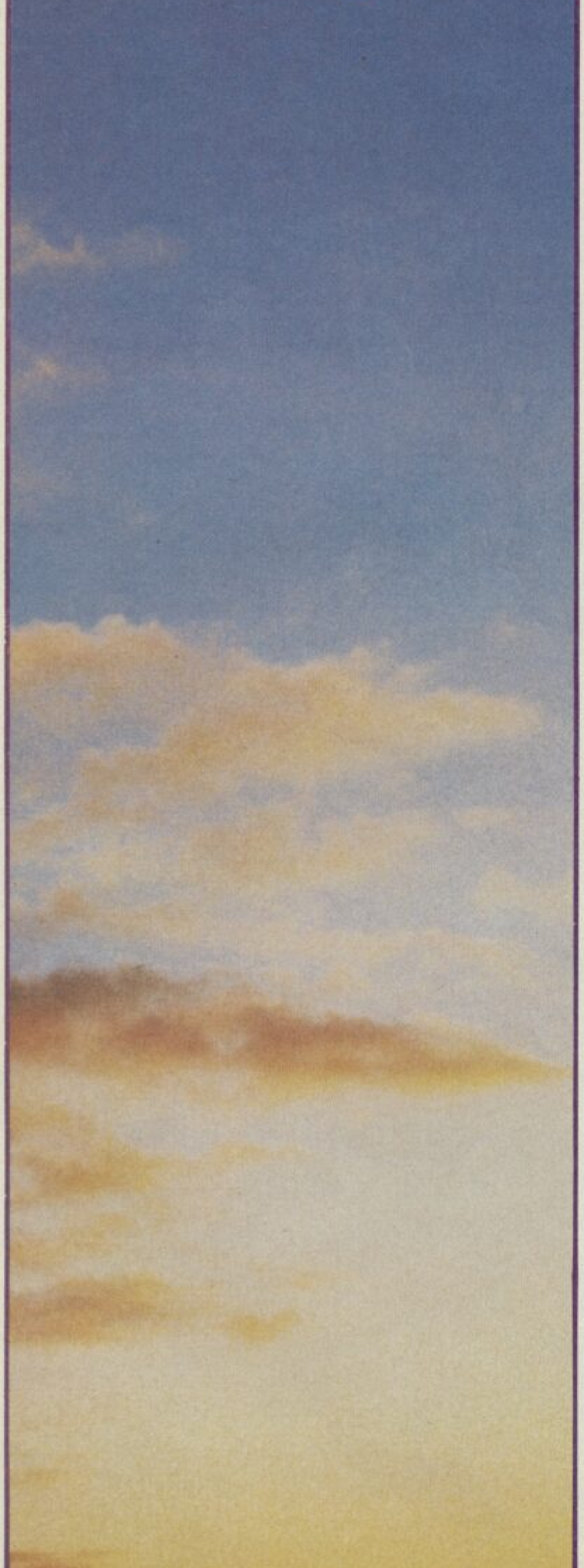
Oh No!

As the other cars hit the tape at the end of the race they pop up on the screen where you are, which if you either touch the brake or crash at any point is at the back of the pack. Will our heroine make third place and stay in the race? Coo, I hope so — she's rather nice...





YS Compo >>



Sssshhhhhh!!!

Win! Win! Win!

Keep it quiet, but you stand to win (win! win!) a special spy grade Philips 14" remote control colour TV AND ten secret copies of MicroProse's *Gunship* for YOUR Spectrum. Pass it on...



Pssst. Hey you... want to buy some secrets? You don't? Aw, come on, they're quite cheap. How about nylons? Ration books? A USAF F117a Stealth Fighter? Ah, I knew you'd go fer that one. It's a good little spy plane and so deadly secret that everybody in the world knows about it even before it's flown anywhere. Brilliant, eh?



Okay, so the real plane isn't THAT secret, but what about the special new flight sim from MicroProse, *Project Stealth Fighter*? How secret is that? Well, not very secret either, actually. We've just reviewed it and we thought it was BRILL. There you are, flying secret missions over all kinds of highly un-American and idealogically unsound places around the globe, alternately taking covert piccies and blowing the poop out of them. It's one of the smoothest operators on the flight sim scene, and so new the shrink wrapping's still on it.

What you WIN! WIN! WIN!

We're making no secret of how good the prizes are for this compo. If you win the star prize you get a really fab (capital R, capital F) Philips 2201 14" remote control colour telly with (you guessed it) remote control, 40 channels with on-screen display, dark glass high contrast tube, PLUS a fab 'sleep' function which switches the set off after up to 59 minutes. Just the thing for those snoozy nights in front of the Superbowl. And for the runners up, who never go away empty handed, there are ten copies of MicroProse's smash hit *Gunship* helicopter simulator too. Yee-hoo! (Spit, ting!)

All You Have To Do

Winning all these not-so-covert goodies is as easy as getting over the Berlin Wall. All you need is a ladder, a thick leather jacket, some forged papers... oh sorry, the compo. Yes, all you have to do is examine this picture of a Stealth Fighter flying across the skies over Europe. What... you can't see it? Of course not, we've stuck it on the side of the picture. All you've got to do is put some crosses on the sky, using your 'skill and judgement', where you think the fighter could be. Sounds easy, doesn't it? But here's the hard bit. You've only got five crosses to get it right. Scary stuff, huh?

Next staple your pic onto a carrier pigeon (or stick it into a womble) and send it off, before 30th November 1989, to *Revenge Of The Burping Killer Clouds* Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Here are my five crosses, and I bet I got it right! Ha ha ha. Send my prizes to:

Name..

Address..

....

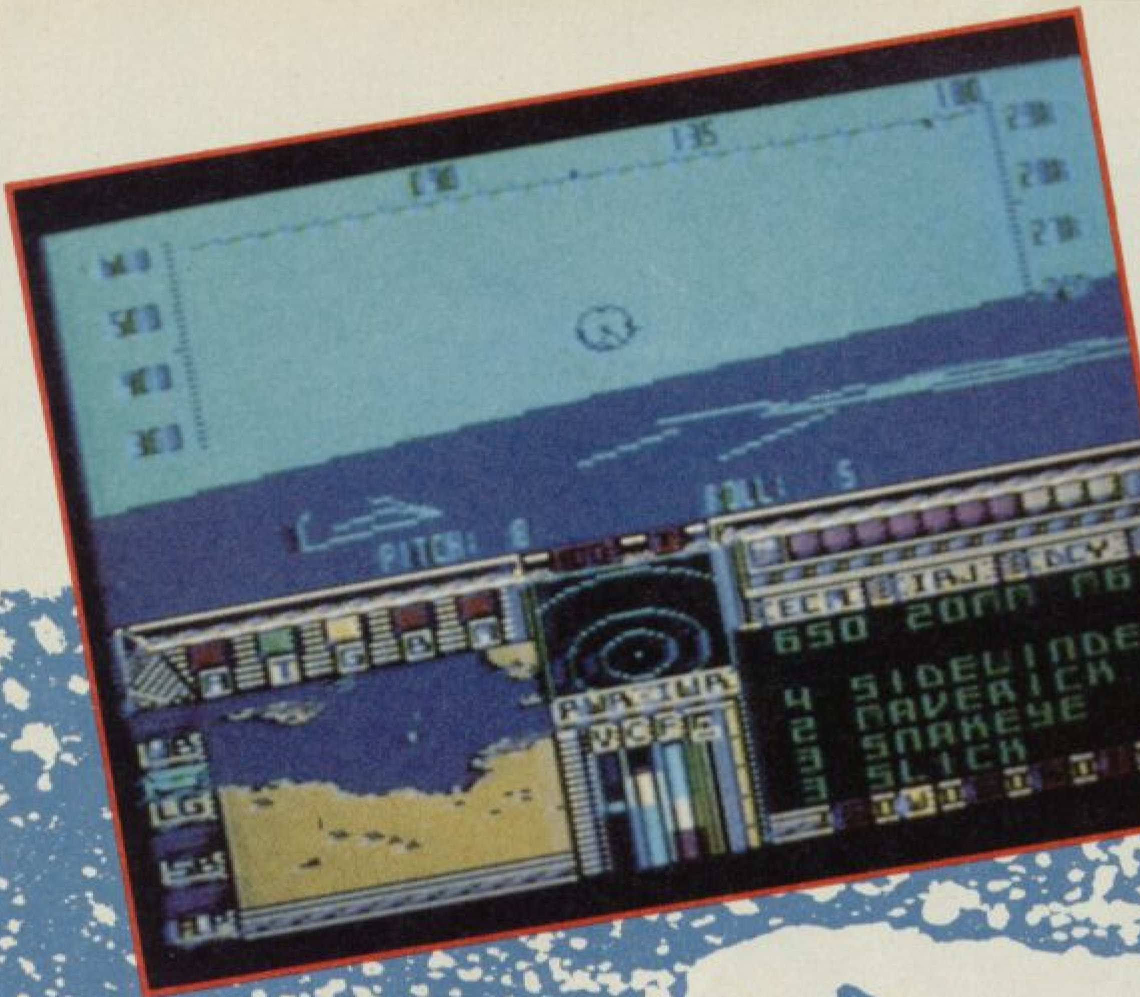
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Post Code..

RULES

- **Any Dennis and MicroProse employees caught breaking the code of silence will be eliminated for spying.**
- **All secret entries must be in before November 30th 1989, or you will be eliminated for spying.**
- **The Ed (or Number One as he's known) has the final say, and anyone saying different will be eliminated for spying.**
- **Anyone who doesn't fit into any of the above categories will be eliminated for spying anyway. (That's okay, it's our pleasure.)**



◀ Right, I've got four Sidewinders, two Mavericks, three Snakeyes, three Slicks, a tank full of gas, and I'm wearing dark glasses! Let's do it!



PRO STEALTH FIG

MicroProse £9.99 tape/£14.95 disk (128K only)



Jonathan The first flight simulator I can remember playing was Psion's, erm, *Flight Simulator.* Or was that *Flight Simulation*? Something pretty innovative anyway. It was full of little quirks, such as a compass with 370°, but the 'crash' effect was brill.



Then Digital Integration appeared on the scene with its F15 simulator. It was pretty much the same, really, but there were things to shoot down if you hung around for long enough. Various successors then trickled out until finally (as always) the Americans appeared on the scene. *Project Stealth Fighter,* luckily for this intro, is MicroProse's contender.

Unfortunately, MicroProse seems to have jumped the gun a bit when launching this one, and must have cringed when the real Stealth Fighter was rolled out looking nothing like the piccies on the box. Still, as you're not meant to be able to see it anyway it probably doesn't matter.

Being American, most of the game revolves around trying to knock some sense into the Russians, Libyans, Iranians and whosoever else currently happens to be irritating our friends across the pond. It goes without saying that the game is dangerously complicated – the sort of thing that only a real pro like me should be entrusted with.

With your fingers strategically placed above the vast battery of keys you have at your disposal, and your plane squatting at the end of the runway, aircraft carrier or whatever, it's time to confront the foe. Prodding the right combination of buttons does the trick, and soon you should be off the ground.

At first sight the graphics just look like a load of squiggly lines crawling all over the screen. This is a mistake that anyone could make unless they've been in the business for as long as I have. So don't try this at home, kids. Closer inspection reveals an array of ships, mountains, tanks, buildings and everything else you'd expect to find. There are enemy planes too, but these approximate more accurately to pre-WWII airliners than MiG-whatevers. They look a lot better while being 'taken out', I reckon.

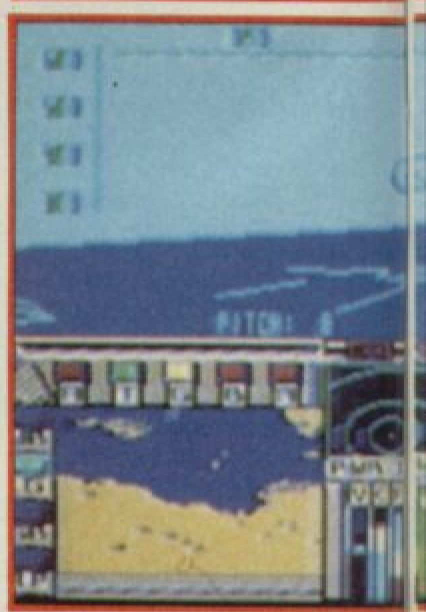
The next job is to decide what to blow up from the millions of flashing dots that plaster your instrument panel. On the subject of graphics, I thought a rather unsightly touch was the way that the whole screen goes blue when you're flying over sea, and green when you're flying over land. Quite how else they could have done it, though, I'm not sure, so p'raps I'd better shut up.

Once in the air your fab Stealth Fighter seems to handle pretty much like any other fighter I've flown, Stealth or not. Considering the number of lines that are being heaved around the screen things run pretty smoothly, at least until one of those planes appears, at which point the game goes over to slow motion.

One of the things MicroProse has always been particularly hot on is cramming lots into its games and *Stealth Fighter*, as they say, is no exception.



"Er... I've got a problem, Wingco! Ordinance seem to have loaded up 2515 ducks instead of any missiles!? Over." ▶



Time flies by when you're the driver of a plane, and you ride in the cockpit there and back again... Eeek! Looks like I've got company! Er, Bogeys one-five!! ▶



◀ **Coo! This is a better idea for a security system! Identify the plane correctly or you can't play the game! Funny, though, I can't see 'De Havilland Chipmunk' anywhere on the options list!?**

The scope is positively enormous, what with the dozens of different land-and sea-based targets, a wide selection of combat areas and a huge range of flashing lights.

I reckon that *Stealth Fighter* is the best Speccy flight sim to date, and coming from me that really means something. Not quite up to the standards of *Falcon* of course (*Never heard of it. Ed*), but a great achievement for those content to remain faithful to Sir Clive.

JECT
GHTER







YOUR SINCLAIR MEGAGAME

final

LIFE EXPECTANCY	GRAPHICS
93°	80°
INSTANT APPEAL	**ADDICTIVENESS**
72°	92°

Diagnosis

Seriously complicated and packed to the brim. A top dog flight sim and no mistake.

91° verdict

JOYSTICK JUGGLERS



Matt 'Charm Is Not Enough' Bielby It seems that Matt's 'Swoon King' days are over. Latest news from our spies 'on the streets' has it that last week not one single girl went all wibbly at the knees when Matt walked past… gasp! What's gone wrong? Has our resident heart-string plucker lost his romantic plectrum? Find out next issue…



Jonathan 'Black Armband' Davies Bereft of life, he rests in peace. No, not Jon himself, but his old chum Farty 'The' Warthog of course. Yes, the old gas-bubble himself has finally parped his clogs and passed on. Jon says the end was quick, but messy. What were his last words, Jon? "He said 'BANG!' and that was it…"



Jackie 'Okay Punk, Make My Day' Ryan Ever since Jackie whipped out a 44 Magnum and killed the last person to call her 'short', the *YS* office has been conspicuously quiet on the subject of height. She's taken to wearing sunglasses (even indoors), a leather jacket and a Billy Idol whiplash smile. We asked her what her nickname should be and she said, "Hard."



Duncan 'Mad Dog' MacDonald Dunc has got himself a new hobby this month, but he won't tell us what it is. Macca says he's seen him disappearing into the cupboard with bits of black cloth and kitchen utensils, so either he's become a secret ninja or taken up photography. Either that, or he's eating Teresa's underwear. Gulp!



Phil 'Part Of The Furniture' South Snouty's been around. Yup! He's been everywhere, man. We think we can say that he's truly one of the very oldest and saddest lags in the computer game bizness. Until Marcus 'Binky' Berkmann walks into the room, that is. Then he's merely the plumpest. Yuk yuk yuk!



David 'Hello Scotland!' Wilson David isn't actually doing any 'juggling' this month on account of touring the outer Hebrides with the *Whistling Rick's Hold My Hand (Very Tightly) Roadshow*. But he's asked us to keep his place for him. And he paid us lots of money to mention him, too. But we're not going to. (Oh dear, we just have…)

YS SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues —we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

Continental Circus

Virgin/£9.99 cass/£14.99 disk

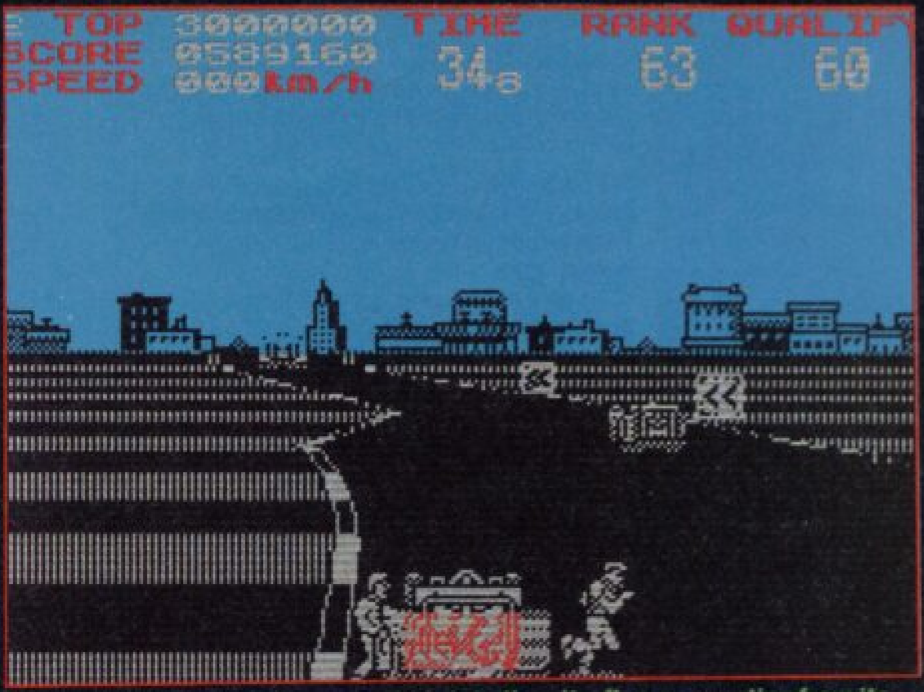


Jonathan An odd name for a road-racing game, you might think. Surely they're not having to resort to shock tactics to sell the thing just because it's so much like the other racing games around?

Well, no, actually. My moles tell me (particularly the one on the back of my left thigh, which is most informative) that the game was originally destined to be called *Continental Circuit*, but while the chap responsible for promoting the game at Taito HQ was on the phone discussing the launch of the game he accidentally got a crinkle-cut potato chip that he was fiddling with stuck in his ear, dulling his hearing somewhat. Not wanting to make a fuss, he continued with the conversation but misheard the name of the game, innocently passing the revised title on to his minions in the publicity department. After undergoing emergency surgery to remove the foreign object, he returned some weeks later to find the office in disarray. Posters sporting the new name were covering the walls, and half the staff were discussing the future of our unfortunate PR man. Whatever the outcome of his tribunal was, the name stuck and the game will probably get a lot more attention because of it. (Okay, so there's a bit of artistic licence in there but you get the gist.)

Your aim, as the driver of a 400 kph racing vehicle, is to make it around the courses in Brazil, Japan and the other six in between, finishing in as good a position as possible. For each course there's a certain number of cars which need to be overtaken in order to move on to the next one, not to mention the time limit. You have a steering wheel, an accelerator and a couple of gears to waggle between, and all of these will need to be skilfully manipulated if you're going to get anywhere.

The only thing standing in the way of success, apart from your questionable driving technique, is the risk of other drivers swerving in front of you without warning. As you begin to sustain hits your car will begin to emit clouds of smoke. Unless you 'pit in' pretty sharpish you'll find the smoke turning to flames, and then you've got real probs.



Disaster strikes again! Your car skids into the pits, flames erupting from its rear, and your crew makes a hasty retreat.



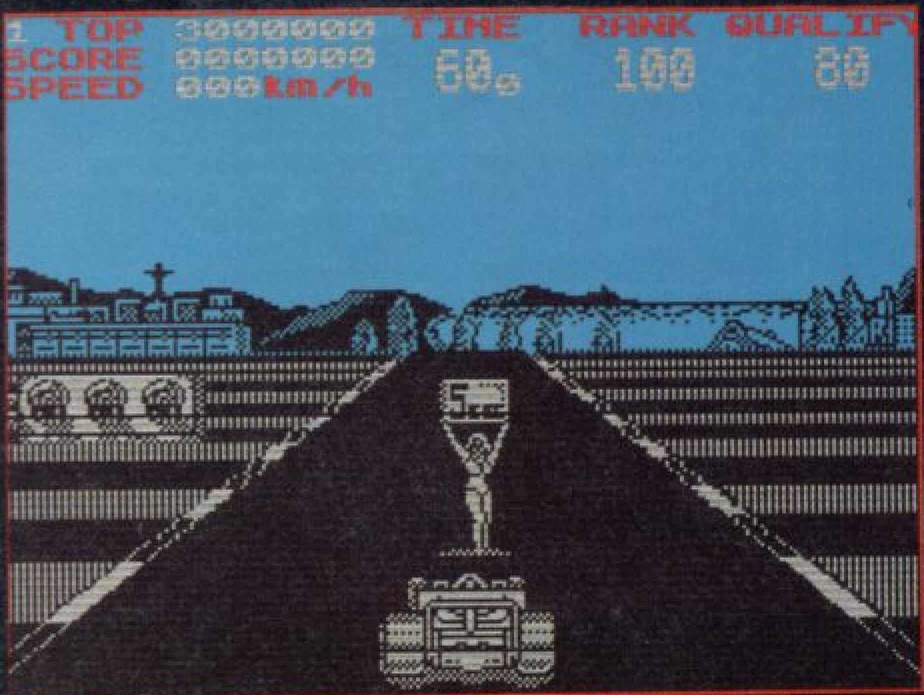
Tragedy! Your car hits a pothole in the road and spins through 2652364˚ before coming to rest.

It has to be said that from a visual point of view *Circus* isn't going to change home computing as we know it. The car sprites can only be described as functional, the scrolling isn't particularly smooth and the roadside decoration is so notably un-notable that I can't even remember what it looks like off-hand. Fairly drastic I would imagine.

Entertainment-wise things aren't too hot either. There's so little to do, just dodge from side to side and press the gear button, that races become almost a routine, broken only by pitstops and the random cloud bursts which make the roads go all slippery.

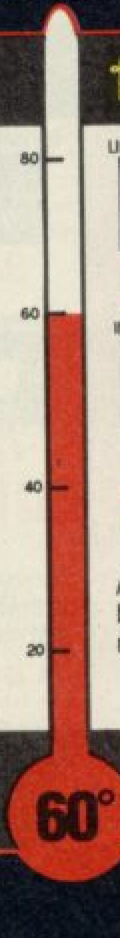
It's fun... for a while. There is one aspect that stands out, though — the sound, which simulates revving engines very tidily without resorting to the usual flatulating noises and manages a couple of tunes too. Oh, and also the start sequence and the pitstop are kind of okay. And I like the way that you can send other cars spinning off the road when you hit them.

Continental Circus doesn't really contribute to the cause of the Speccy in any way. If there was a definitive average game this could well be it. Average look, average feel, average smell. Apart from the sound that is, which is above average (for its type). Although... no! I take it all back — that's average too. The whole thing — it's average.



A luscious lovely poses precariously in front of you to signify the start of the race.

final verdict



LIFE EXPECTANCY 60°	GRAPHICS 60°
INSTANT APPEAL 60°	ADDICTIVENESS 60°

Diagnosis

A car-racing game that looks broadly similar to every other car-racing game you've ever seen.

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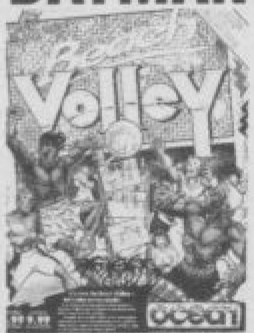
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BATMAN



NZ STORY



BEACH VOLLEY



CABAL

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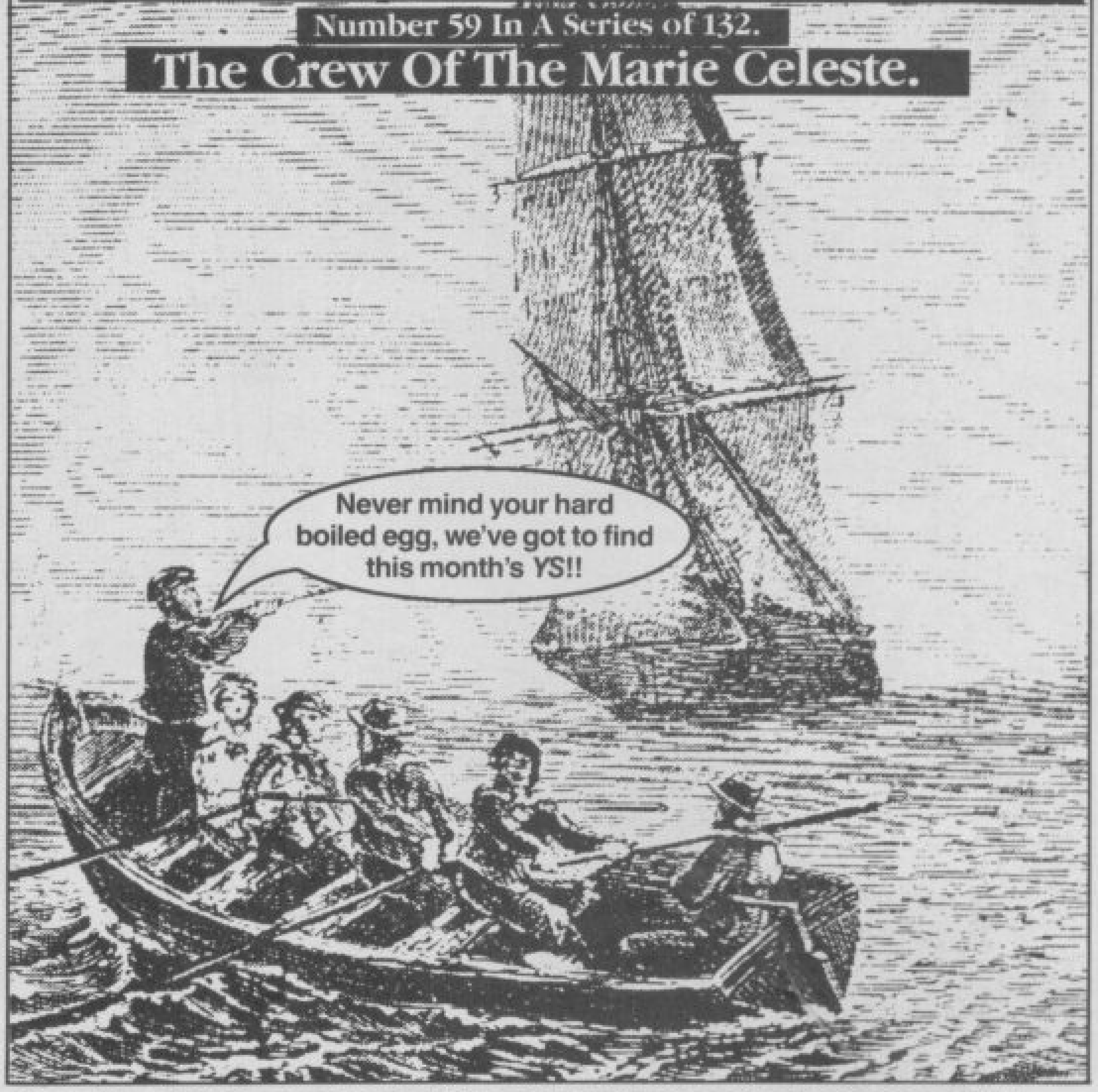
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Matt You've worn the T-shirt (well, I have), you've seen the movie (about 16 times), you've stuck on the stickers, pinned on the badges, even read the *YS* Megapreview. And you're probably sick to the Bat-gills of this whole so-called Bat-phenomenon by now. But hold it! Just one more Bat-thing to cope with, I promise you! The best is yet to come...

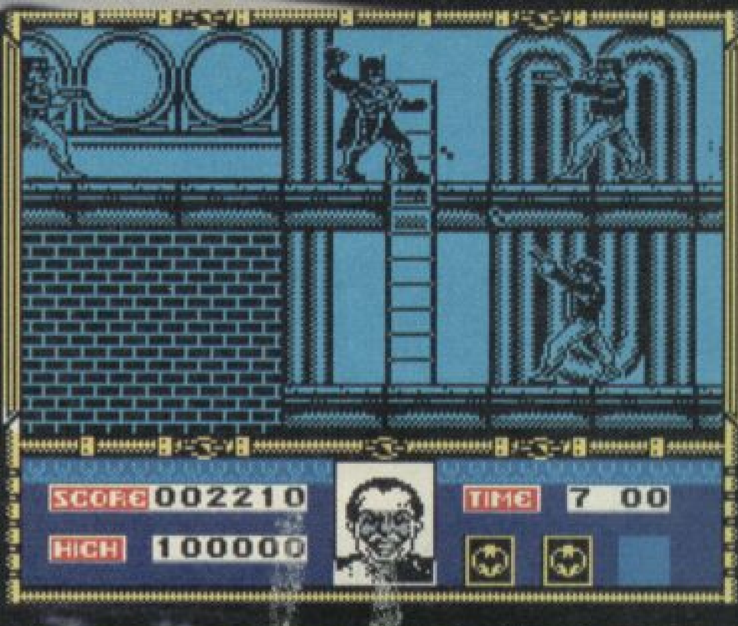
Or so Ocean keeps telling us, anyhow. *Batman* (The Game Of The Movie) didn't quite manage to make it out in time for the height of Bat-fever, but it's done a lot better than some film licences I could mention. And not only is it current, it's also a blooming good game! Let's take a look, shall we?

For a start — as seems to be Ocean's wont these days — it's a multiload (on 48K anyway), with each section based closely on a sequence from the film. Two of them (the first and last) are platform and ladders shoot-'em-ups, and very snazzy platform and ladders shoot-'em-ups they are too. The middle two (or two and a half if you count the quick Joker's puzzle sequence that appears between the second and third loads) are a different kettle of fish though. They're much simpler, more limited games, though just as flawlessly executed.

Anyway, the first level. This is the bit where you're pursuing the Joker around a chemical factory. There are two different types of gun-firing hoods after you — men with hats and men, erm, without hats — as well as other natural hazards like energy-sapping, dripping gunk and jets of steam. The main problem though is making your way to the top of the building. Arrows appear to point out your route (another recent Ocean trait) but — oh no! — there seem to be loads of big gaps you have to cross. Luckily Bats not only comes equipped with his normal take-out-the-bad-guys Batarang, but a Bat-rope too. Aim up or diagonally up and he throws out a line which either winches him up a level or allows him to swing Tarzan-like across a gap. In fact, it's more *Bionic Commando* than *'Tarzan'* but better animated. In fact, this whole section is extremely well done. Largish and very clear monochrome sprites, good smooth animation and scrolling, and well thought-out gameplay — it's all here. It's large too, and *Tipshop* should see the new Bat-maps start flooding in any day now.

Load Two is a different box of tricks altogether. You're driving the Batmobile back to the Batcave against a time limit, but other cars keep getting in your way. It's a horizontal scroller which involves dodging in and out of the other cars and watching out for 'turn left' arrows. When one appears you should deftly shoot out a Bat-rope to spin you round the corner and head up-screen (or in my case, miss a corner, turn around, head back against the traffic, miss the corner again and so on). You can't fault this level — it's fast, and the blue cars are very clear against the black road — except to say "Is that it?" Basically, it's a very well executed bit of simple budget gameplay, and I expected more.

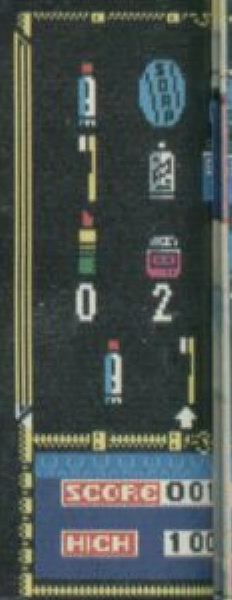
The same goes for the next level too. It's the parade sequence, with the Joker's lorries — complete with poison gas balloons trailing above them — cruising down Gotham High Street. Here you come now in the Batwing, flying along at a set distance above the ground (though you can move the plane left, right, forward and back). Your job is to cut the lines holding the gas balloons and send them floating harmlessly away. Every so often a few helicopters appear which you have to dodge, and then it's more lorries again. I dunno. It's very faithful to the film, and very well done, but again the gameplay is just so simple. Too simple really. The Joker's quiz sequence, which comes between these two and gives you a minute to work out what three household items contain the Joker's poisons by a process of deduction, is a nice little touch — but that's all it is. A slightly disappointing centre section then, but things come alive again on the last load.



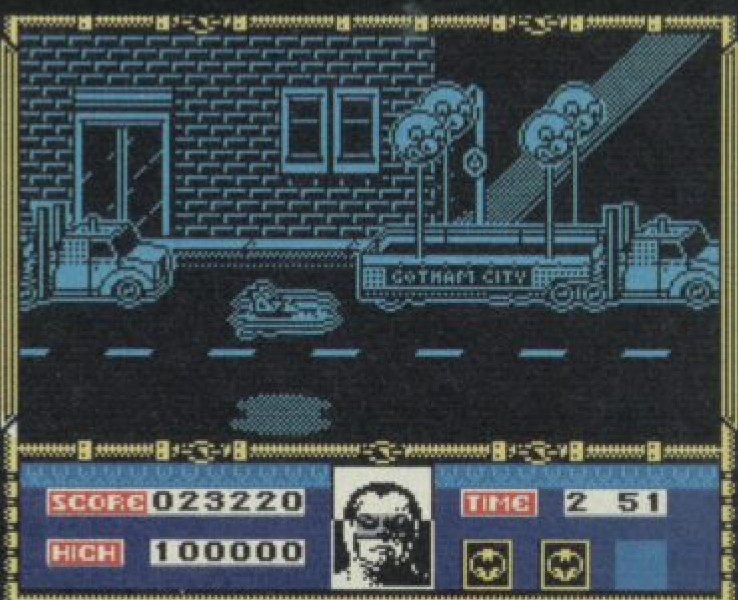
Yikes! Batman — stop moving like John Travolta and toss that Batarang! You're about to get shot! (The pic at the bottom shows how you're doing life-wise. When it looks like Batty then you're okay, but the nearer it gets to Jokerdom the nearer you're getting to 'Game Over'. As you can see, not long to go now!)



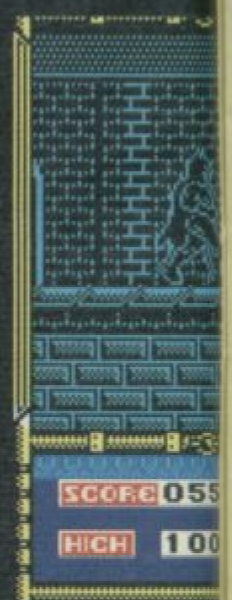
Hang a sharp left, Batty! The Batcave is thataway!



This is the Joker's household goods them by a process only 51 seconds to

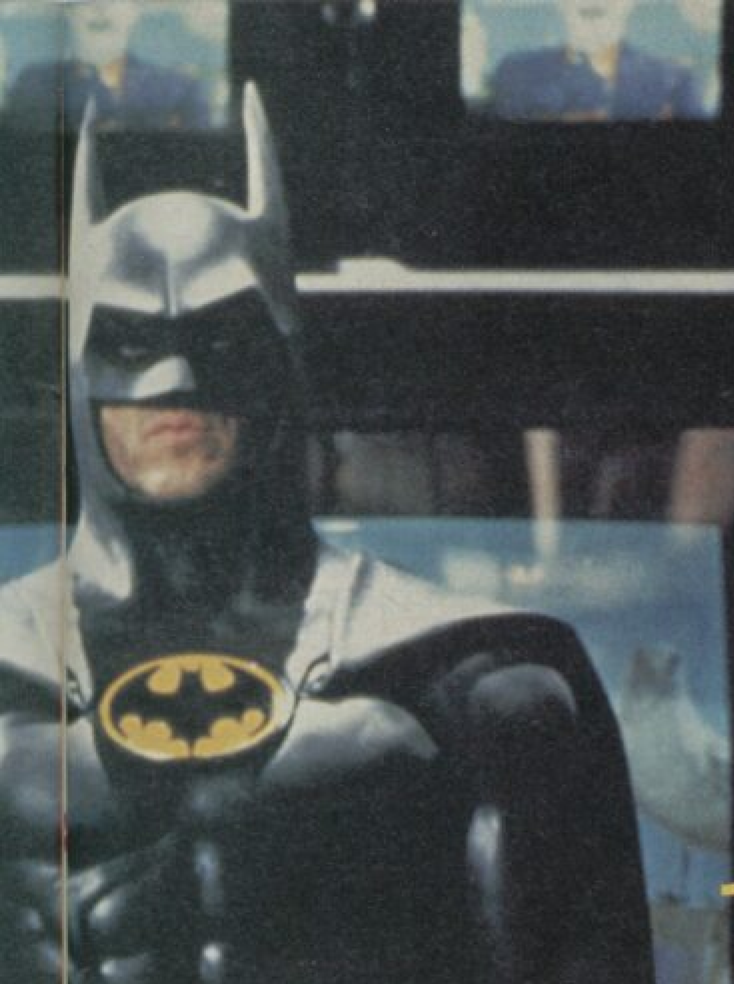


It's the Batwing sequence. You don't seem to be doing too well at this old sever-the-balloons lark, do you? (A quick hint — it's easier to position the Batwing shadow under the trucks than the plane over them. Just thought you'd like to know.)

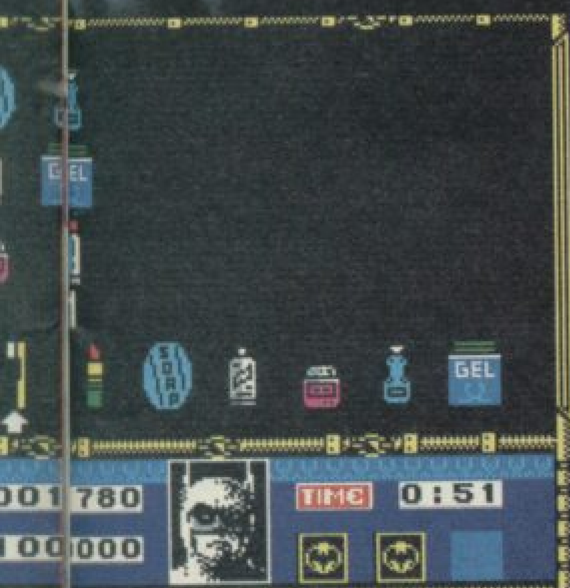


The final level. Bat Joker with his Bata least, I have. Ha!)

BATMAN







r's
is (
ss
to

Quiz bit. You have to solve which three
like soap and a toothbrush) have poison in
of elimination. Sounds simple, but there's
go!



Batt
Bata
a!)

y's made it to the roof and he's thwacked the
rang! Hurrah! You've won the game! (Or at

YOUR SINCLAIR MEGAGAME

This is a reprisal of the first scene, though set in the Gotham cathedral. This time some of the men throw bombs at you rather than shoot (very tricky to deal with), rats snap at your heels, and some platforms crumble as you walk on them. The map seems even bigger this time and there are even more sequences demanding skilful use of the Bat-rope. All in all it's as snazzy a platform game as we've seen in ages. Get to the top in time, defeat the last two goons who lurk there, and you can catch the Joker climbing the ladder to his waiting 'copter. Toss a Batarang at him and you get a great end sequence as he falls down the outside of the building, passing gargoyles as he goes, for what must be about six or seven screens.

I liked *Batman* (The Game Of The Movie) a lot. It's as faithful, supremely well executed and generally wazzy a film conversion as you could ever hope to see. But... there's a 'but'. The platform levels are great, but the simplicity of the driving sections is a bit of a let-down. Add a shooting element (after all, both Bat-vehicles were armed in the film), or more variety to these bits, and it would have been a better game. In fact, it would have stood a good chance of a Megagame.

Actually (has a quick rethink), let's be fair. It's blooming good. It's probably Megagame-good. It's just that *The Untouchables* (a brilliant game, perhaps the best released on the Speccy this year) is even better. I dunno. Buy them both. You won't be disappointed. And I'm sure you'd make Ocean very happy.

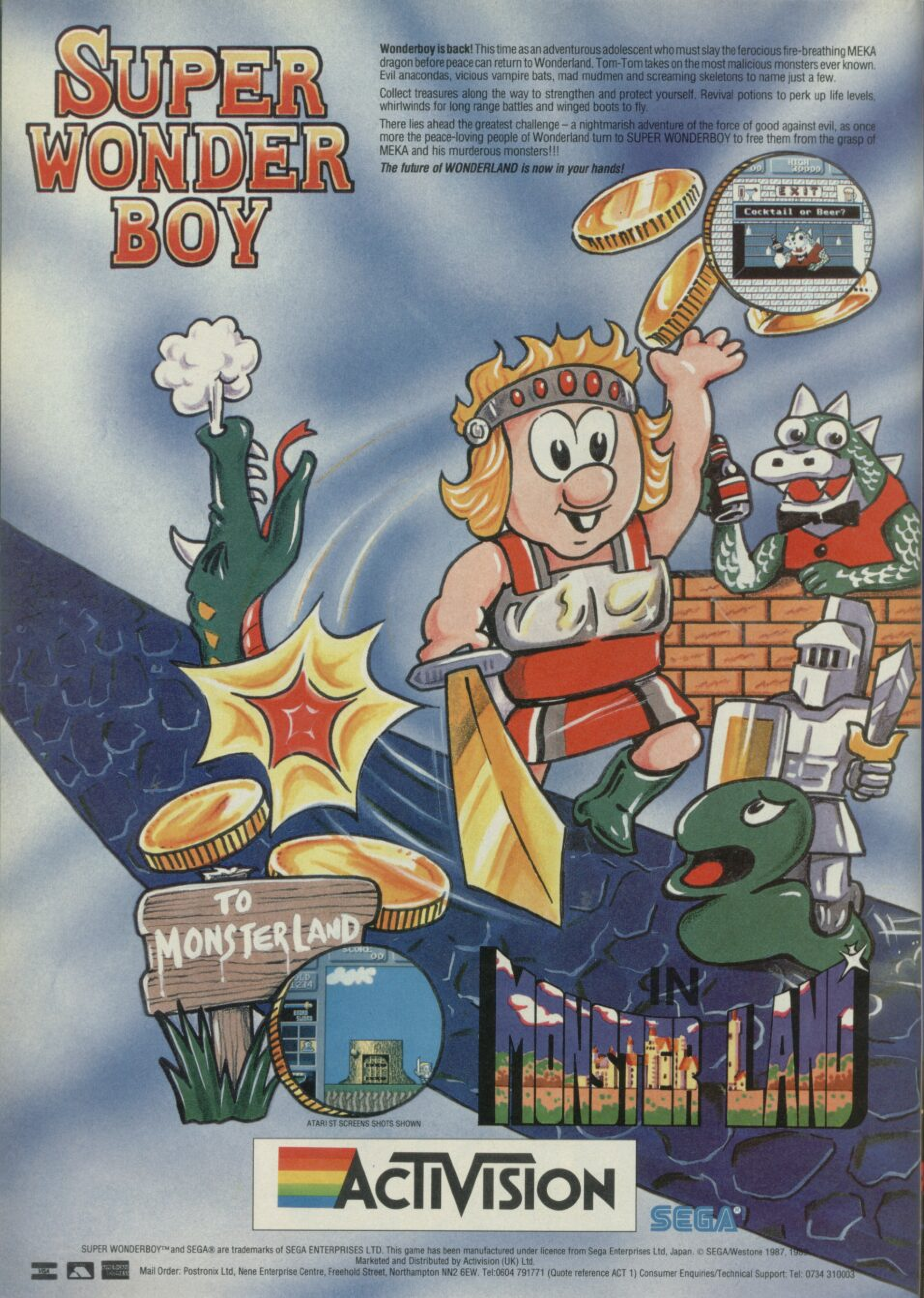
final verdict

LIFE EXPECTANCY	GRAPHICS
80°	91°
INSTANT APPEAL	**ADDICTIVENESS**
92°	83°

Diagnosis

A brilliantly-done film conversion, but (ever so slightly) let down by limited driving sequences.

91°


SUPER WONDER BOY
Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.
Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.
There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!
The future of WONDERLAND is now in your hands!
EXIT
Cocktail or Beer?
TO MONSTERLAND
IN MONSTER LAND
ATARI ST SCREENS SHOTS SHOWN
ACTIVISION
SEGA
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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

IT'S A RIGHT EYE OPENER!

Let me tell you about an enlightening experience I have just had! I hadn't bought YS for a few months 'cos I was planning to buy an Amiga, and had lost interest in Speccy games. Anyway, I thought I'd buy this month's YS to see if anything had changed and to get the free tape.

When I got back from the newsagents, I loaded up the demo of *Passing Shot*. Wow! Worra game! By now I was seriously thinking of keeping my +2. Then I decided to look at *Advanced Lawn Mower Simulator*. Whoooa! You just don't get games like this on the Amiga! Can the 16 bit games really be much better than *Passing Shot*? No, I decided, and the Speccy games are a fraction of the cost! So now I have decided to keep my Spectrum — thanks to *Your Sinclair*.

Stephen Lovell
Cannock

Yep, the Spectrum, it's a blimmin' miracle, isn't it!? And full marks to Garden Soft for showing us the full capabilities of this remarkable machine! **Ed.**

MOW COMMENT!

I, Sir Tobias of Ilford, claim to be the first person to finish that spanky game, *Advanced Lawn Mower Simulator*. Using no POKEs or cheats, I managed to mow the lawn so well that I was offered 'a corned beef sandwich'! Here are my tips for the game

1) Choose the Patio Sprintette.
2) Keep the 'M' key pressed.
3) That's it!

I congratulate you on managing to get Garden Soft to allow you to put such an addictive and brilliant game on your super, lurvely, smashing, boing, boing, oo-er, how's-about-a-bit-of-how's-your-fatherly, superb, free tapes!

Mr Massive (*Oo-er. Ed*)
Ilford

Oh, thanks for the Ipswich Town fixtures listing enclosed with your letter... er, it'll... erm, come in most handy. **Ed.**

YOU KNOW IT MAKES SENSE!

I have a problem. The trouble is my copies of YS don't last as long as other top selling brands of washing up liquid I could mention. No sooner have I got them home than it's all over. Couldn't you give me some hints and tips on how to make them last longer?

Zug The Indescructible
Fareham

If you're talking about YS lasting longer as a mag, then you could do no better than to invest in a sturdy YS Binder (or two). If, on the other hand, you're trying to use YS to help you with all those domestic chores, then we'll have to consult some expert advice... **Ed.**

I've been testing YS out against some other leading brands on this cub scout jamboree, and have found that YS lasts three times longer than its closest rival! It even removed all traces of Bernard Matthews' Crispy Crumb Turkey Chops!
Nannette Newman.

ROCK STAR TOOK MY DELTIC DIESEL LOCOMOTIVE NUMBER!

David Wilson, take a step out of the limelight and make way for a new(ish) mega-group — The Trainspotters!

Yes, folks, it's true! While on a shopping excursion, I spotted a bundle of records for the princely sum of ten 'bob' so I whipped out my cash and bought them. Imagine my surprise looking through them when I found *Hiring The Hall* by The Trainspotters! Just to prove I'm not fibbing, I've enclosed the record (at great expense) for your aural pleasure.

Mark Parry
Middlesborough

PS Sorry about the packaging, I can't afford Jiffy bags!



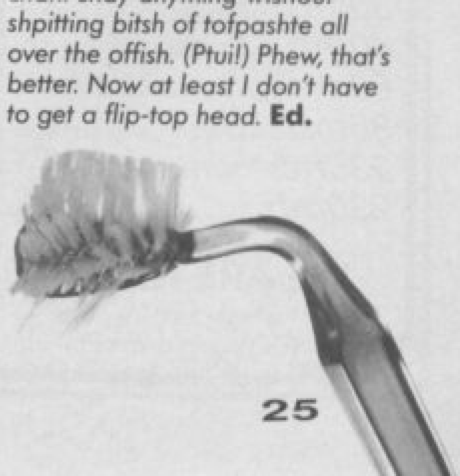
We're sorry about the packaging too. The record broke in the post. But never mind, 'cos by sticking it together with a Pritt stick, spinning it on a pencil, and 'playing' it on the spike on the back of one of T'zers earrings, we were actually able to hear Hiring The Hall. *It's a lovely ditty about hiring a church hall in order to hold a train number swopping night and is the follow up to their former big 'miss',* You Need Platform Tickets. **Ed.**

A BRUSH WITH FATE

Dear oh dear, Matt, what a state your mouth is. No wonder with all those letters shoved in your kisser. But I have the answer. This special toothbrush is made so you can brush your teeth and keep T'zer's fan mail (or even yours) in your gob at the same time

Billy Ramsay
Scotland

Thanksh ffor nushing, Villy. Now I chant shay anything wishout shpitting bitsh of tofpashte all over the offish. (Ptui!) Phew, that's better. Now at least I don't have to get a flip-top head. **Ed.**



DOODLEBUGS

Right, let's take a wee peak at this month's offering shall we? It's from *Oliver Secluna* and it's rather witty, we thought! It ties in with the Ed the Duck that you lot keep mentioning, and also adds a whole new meaning to the phrase 'to buy the farm'!



Reckon you can scribble down something that'll make the *YS* team titter? (Ooh! No, missus, no, don't!) Or make us gasp with amazement at your artistic leanings (oo-er)? Well, you know the routine, send your scribbles (in black ink only, please!) to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. Anything that gets printed wins a game!

Letters

GET REAL!

I am convinced that your 'Wonderful World Of Speccy' is a joke and an insult to your overseas readers. In your 43rd number there was a letter from Krzysztof Frys of Poland. I had a Polish friend of mine translate it for me. He didn't know what language it was written in! It certainly wasn't Polish! Don't make up letters when people send in real letters to you.
Solly Ginsberg (Granth)
Sweden

We were very miffed to hear this, because every letter that appears in YS is genuine. Sometimes, if they're a bit too long, we chop them down a bit, but they are all 'real'. As for Krzysztof's letter, we're baffled! Ever since YS was mentioned by a Polish magazine called !Bajtec! we've been inundated with loads of strange requests from that marvellous country. Krzystof's letter was one of these, as was amply proven by its franked Polish stamp. As for insulting our overseas readers, this couldn't be further from our minds. It's just that some letters are a tad amusing to an English speaker. But who are we to criticise — they still speak English far better than we can speak Polish, Swedish, Italian, Lap, Mongolese...! **Ed.**
Speak for yourself, Matt. I for one can say 'groin strain', 'the boy done well' and 'it's a game of two halves' in every language known to man. Yours not only a 'southerner' but a Londoner born and bred (lay orf me barrer), **Gertie.**

DETAILS DETAILS

I've been collecting YS since issue 20 and I wouldn't dream of swopping to another Spectrum magazine. (*You mean there are other Spectrum magazines? Ya live and learn. Ed*) But I have some complaints.

1) Please start printing your compos on the back of adverts and not reviews.

2) I have written hundreds of letters to *Input/Output* and none have been printed except the first one I sent. Why?

3) I enter all your compos in every magazine and have spent £15 on stamps but never won anything. I usually enter on the same day as I buy the issue, so if you restrict the compos to the first 100 entries then I might stand a chance.

4) Please make your Letters section bigger.

5) Why were there no Compo Winners in the June issue?

6) I think Madame Pico is very cruel to the people that write to him/her!

7) Can I say hello to Andrew Turner?

Apart from these few points I think your mag is the best in the world.
Martin Bostock
Birmingham

Well, what can I say except...
1) YOU tell the advertisers.
2) What's wrong with that? You got one printed, didn't you?
3) Even if we restricted it to 100, there'd still be no guarantee you'd win. That's a 100-1 shot, and no bookie I know would give you tuppence for those odds.
4) Erm, surely if we made it bigger it wouldn't fit in the mag?!
5) Mind your own business.
6) So do I. Think yourself lucky she isn't answering YOUR letter.
7) No you can't. **Ed.**



TRAINSPOTTER AWARD

HI EYE QUEUE

Eye hav bean reeding your magazeen four kwite sum tyme, and eye lyke thu Leturz pagez beekoz eye kan praktis mye reeding. Eye espeshalee lyke thu Tranespotur Aword sekshun. Kan eye klame an aword four spoting a speling mistayk on thu frunt kuvur ov thu Orgust ishu. Thu wurds shood reed *"Yor Sinclare"*. I deesurv thu aword four beeing extreemlee klevur.
Graham Evans
Clwyd

There's nothing rong with my speeling, you jung scamp. And it's 'Cloowid' not 'Clwyd'. **Ed.**

GREEN WITH AN 'E'?

Oh no! You've made a mistake, haven't you? In the September issue on page 20, where it showed Catherine Higgs on *Ghost Train*, you spelt Sarah Greene without an 'E' on the end! So, on spotting that error, I hereby claim my Trainspotter!
Dominic Roe
Ely, Cambs

If you'd actually read that feature properly, you'd have seen that we wrote "Sarah Green better watch her back!" Well, we meant Sarah, daughter of Colin Green the cleaner. She twisted a vertebrae and has a bit of a dodgy back. The messy Ghost Train studio brought her to mind, and so we were advising diligence on her part. **Ed.**

LATE ARRIVAL

There's a mistake in the mistake section. Look at the picture in the Trainspotter Award. Right, done that? Now look at the same picture in all your other mags. Note that the train hasn't moved an inch! Even BR locos can't be that late, so I expect a Trainspotter in the post this minute (or the next!).
Philip 'Flip' Chamberlain
Rochdale

Flippin' Ada! We've run out of Trainspotter Awards! We were expecting the next delivery on the 18.50 Notty Ash to London, Paddington, but it seems to have been delayed! Sorry about that. **Ed.**
Trainspotter, please, boys. Knotty Ash (with a 'K') is a for-real place near Liverpool where the odious Dodd actually lives (hence, a place to be avoided at all costs), so you should be waiting at Euston, not Paddington. Yours, **Gertie.**
OUT! Now! **Ed.**

WONDERFUL WORLD OF SPECCY

(Cue music)
Don't know much about history,
(Pom, pom, pom, pom),
Don't know much 'bout poetry,
But I do know that *Laçóes De Cima* from Portugal is in this month's Wonderful World Of Speccy!

POTTY POETRY

Here goes with a poem about YS.
YS is great,
I love all its charts,
When I see guys with other mags,
It breaks me to parts.
And here's another.
YS is brill, full of gags,
The reviews are cool,
Anyone who buys other mags
Is a real born fool!
A real art work, huh?

Mmmm.

SMALL PRINT

Do not open. My pet lion is inside!
******
****
Lummox! We obviously couldn't risk opening this one, so we've absolutely no idea who you are or what you wrote in to us about. **Ed.**

What are your views on the mating habits of the water biscuit?
Bogi Snotbreath
Essex
Oooh, well, fwoar, erm, we try not to think about it! **Ed.**

Please put a Rolf Harris didgeridoo simulator on one of your cover tapes or I shall eat myself. Yum!
The Phantom Sheep
Warley
Sun-arise, it come in de mor-nin'. Heh, heh, can you gis what it is yit? New Zealand lamb, thit's what! **Ed.**

I have enclosed some English sweets — 'Opal Fruits'. (I haven't really, readers, but it'll keep them looking, eh?)
Philip 'Art C Clarke Is Alright' Davies
Oswestry, Shropshire
Oi! Where's the Opal Fruits then, you scamp? I'll just have to move on to Mark 'Fffnnnaaarrr' Williams. **Ed.**

Enclosed are some green Fruit Pastilles (as I don't like 'em!!).
Mark 'Fffnnnaaarrr' Williams
Cambridge
Scoffle, munch, mmm, thanks!! Next! **Ed.**

Still trying to intimidate me with your pathetic 'Holland — The Land Of The Clog' joke, huh!?
Martin Van Spanje
Land Of The Clog
Who, us? Poppycock! **Ed.**

If you want to know how to kill the squelchy thing at the end of *Rex*, all you...
Stephen Graham
Newtownards, Northern Ireland
Thanks, but I already know. **Ed.**

Please, please, please could you tell me if *Indiana Jones — The Adventure Game* will be coming out on the Speccy?
Adam Christopher
Trelewis
No. (Erm... that's not "No, I won't tell you", it's "No, US Gold is only releasing it on the 16 bit formats" unfortunately.) **Ed.**

Letters

NINNIES!

I just do not know what you've got against 'southerners'. Is it our accents? Is it because your head office is too close to my brother's socks?

Whatever the reason, I'm sure that if this letter were published (hint, hint) maybe some more 'southerners' would be encouraged to write in.

Apart from that I think YS is sooper dooper, especially the compos and *Program Pitstop*, but bring back Crappa Macca, as the new bloke hasn't changed his socks since Snouty had a bath!

Julian 'They Call Me Crowlie' Crowle
Basingstoke

Your brother's socks, eh? I was wondering what that nasty niff was! Anyway, basically I think all 'southerners' are a bunch of whinging ninnies! Oh, and by the way, it's not that Jonathan doesn't take a bath, it's just that he lets his socks 'air' in Farty the warthog's favourite cupboard! **Ed.**

SNIFF, SNIFF, WAAAAHHH!

Why did T'zer leave? Was it the strain of being Ed? Anyway, I'm glad we have got a good replacement. I have read YS for years and enjoyed it very, very much, but why don't you give your cassettes away with cases on them like other mags? Keep up the good work and cool tapes.

Daniel Ramsay
Essex

Teresa hasn't really left. She's a publisher now so she can whip even more people on the botty for a living. (Slap! Yahoo!) So dry those tears and stop that snivelling. We don't put cassette cases on the covers 'cos they're more bulky to transport and they break in transit, scattering thousands of little pointy plastic shards through the postal service. Needless to say Postman Pat gets VERY cross. What we might just do though is get some together to sell in Superstore. But then we might not. Any questions? **Ed.**

I TEST FOR SPECS?

Below I have written something which will test your Speccy. It will only work on some Speccies though, and I don't think it works on 48Ks. What you do is this.

Press Reset and then press Break. Something should come up on the screen. Now press Q,A,Z, and M,L,P, all together. Now (if it's worked) follow the screen prompts. This should test your keys. There's also a scale which will test your cassette recorder and much more!

Kevin Cooper
Carlisle

Blimey, we never knew there was so much in it! Mind you, when we followed your advice on the office 128K+ nothing happened. We then tried the office +3. Ah ha! Success! We could do things like test the keys, joystick port, the whole caboodle! But what's this large flashing warning saying "Take care! These tests corrupt disks and require factory test equipment! You have been warned!" Hmmm! **Ed.**

Kindly Leave The Stage

Hi! And welcome to the YS Gong Show! Here's our first contestant, and he's **Keith The Wizard** from **Sutton in Ashfield.**

Q. What's the difference between Kylie Minogue in a red light district and a bin liner in a red light district?

A. Eventually, the bin liner will get picked up!

Gong!!

No, no, no! That was terrible. Okay, your turn, **Daniel Hooper** from **Plymouth.**

Q. Why did the chewing gum cross the road?

A. It was stuck to the chicken's foot!

Gong!!

Aaaaargh! Will the pain ever end?

Can you beat the YS gong? If not, send your jokes to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. A gleaming YS badge goes to the writer of every joke printed.

STAR ★ LETTER

EXTORTION!

DEAr ys i HAVE CAPTUred aLL OF CODEMasTeRs NEw RELEASE SO SeND ME [redacted] games OR a BadgE Or iLL SeND THem tO yOU 1 aT a tiME

PAZ! PAUL LEDBURY
'CARINYA', MAIN ST
EAST CHALLOW, WANTAGE,
OXON.
OX12 9SS

Ps FNAr to yOU

Lordy, lordy, lordy, Miss Claudie! Have mercy! For once, YS is giving in to extortion! Your games are in the post, we hope you like them. They're the three latest hits from a certain software company, and they're "absolutely brilliant!" **Ed.**

OOH, YOU POOR DEAR

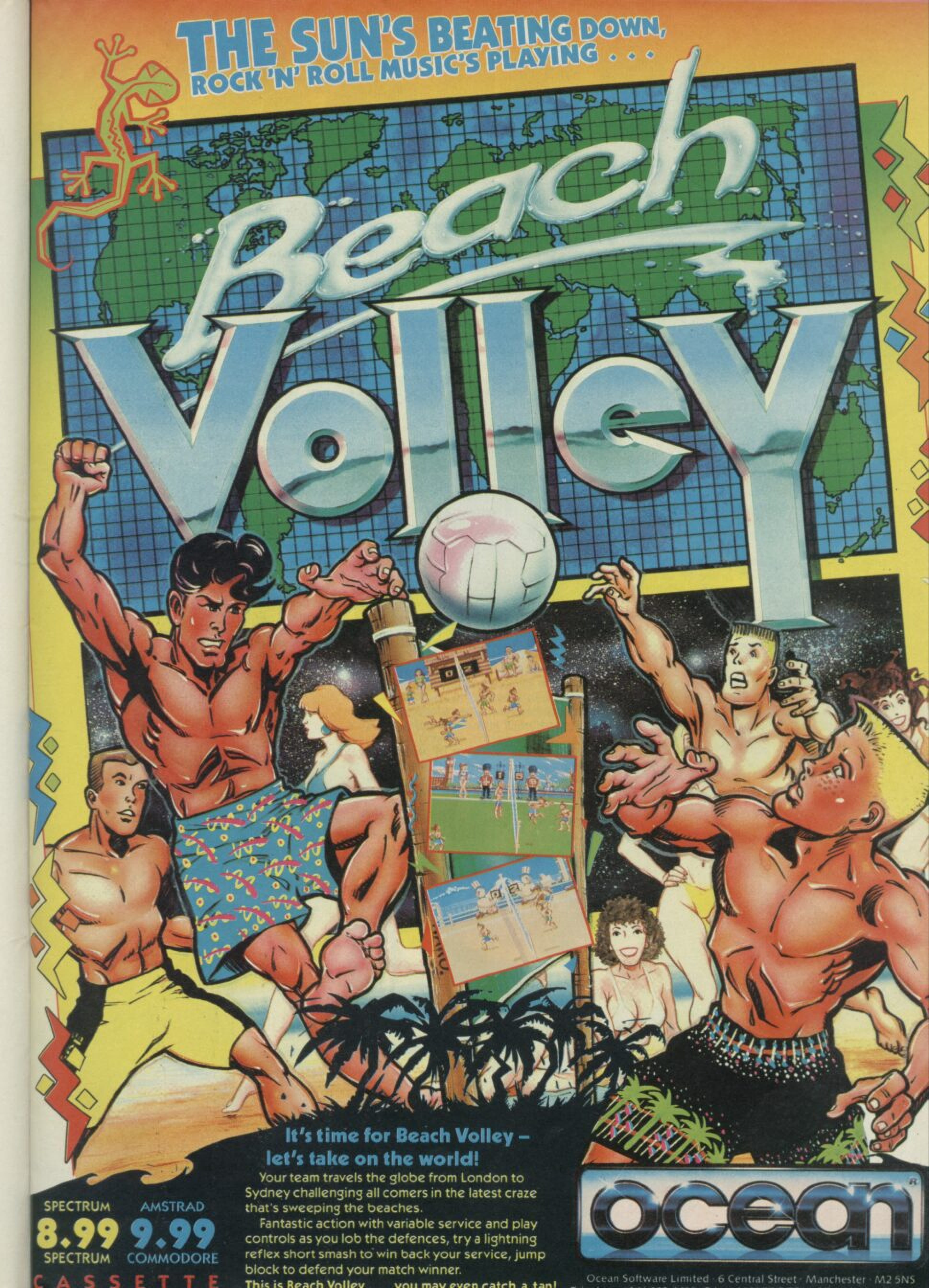


Dear Madam Pico,
I am very concerned about my parents. You see, I am convinced that one day they will ask to take me for a walk in the woods. Then, when we are deep in the forest, they will run off and leave me! What can I do?
Yours scaredly,
Hansel F Stevens
Edgebaston

Oooh! You poor dear, you are having a rum old time of it, aren't you? I'm sure this whole thing is a figment of your imagination. However, if you do suspect that your parents are intent upon leaving you deep in the woods, then I would suggest being well prepared! Carry, at all times, a very large quantity of stone chippings in your pocket. Then if you do find yourself forest-bound with your folks, you can simply take a leaf out of the fairy tale book, and leave a trail of very small stones for you to follow home later!

Dear Madame Pico,
I have a Delta Sierra... er... a serious problem. You see both my parents were fighter jocks, sorry, pilots, and they've brought me up entirely on fighter speak! This would be Happy Hour at O'club if it wasn't for the no joy situation that the other Charlies aren't locked on – that is – they don't copy what I'm transmitting, erm, saying. Please advise, Madame Pico, I'm socked in and Winchester.
Roger that,
Jeffrey 'Chuck' Trubshaw
Mildenhall

Er... Right then, you poor dear, chocks away and angels one five! I think that your best plan of action would be to study very hard at school, and then apply for a commission as a flying officer in the air force. There you'll find a great many like-minded people who all talk 'your kind of language'. Alternatively, you could apply for a job at the BBC, commentating on the Farnborough Air Display. I mean, that Raymond Baxter fellow must be getting near to retiring soon. Anyway, best of luck, young chap, erm, is that a wilco?


THE SUN'S BEATING DOWN,
ROCK 'N' ROLL MUSIC'S PLAYING . . .
Beach Volley
It's time for Beach Volley –
let's take on the world!
Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.
Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.
This is Beach Volley ...... you may even catch a tan!
SPECTRUM 8.99 SPECTRUM
AMSTRAD 9.99 COMMODORE
CASSETTE
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS

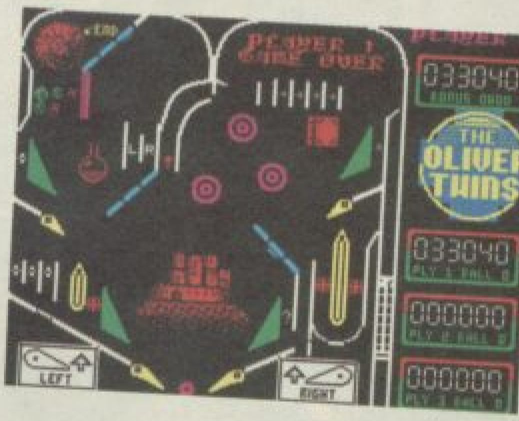
DEFENDER

You may remember we reviewed the Sinclair Magnum Light Phaser a couple of issues ago. And you may also remember what we thought of it — good, but not that good. Now there's a new shoot 'em up contender in the lightgun wars — the Defender from joystick makers Cheetah. It comes with its very own specially penned selection of games too, this time written by those loveable CodeMasters chappies. We let our own *Philip Snout* loose with it for an afternoon.



As we all know, lightguns are basically a fun, if limited, addition to Speccy gamesplaying. I mean, they'll never take over from joysticks as the best all-round game controllers, but a change is as good as a rest I always say, so it was as inevitable as a slap in the gob with a mullet (but not as red) that sooner or later one would become available for the Speccy.

First off the mark was actually the Stack Light Rifle years ago, but it was a bit crap. The biggie, of course, was the recent Amstrad/Spectrum Light Phaser. But that had its disappointments too, namely the rather flimsy construction and horrible black and white bars it splattered across *Operation Wolf*. This was one of a handful of games specially converted



to the lightgun standard. The actual weapon was built by Trojan, best known for its lightpens, and it sort of showed. Nasty people around the office started describing it as "a lightpen with a handle on", which was a bit unfair, but that's the *YS* team for you. So it was only a matter of time really before joystick manufacturers started entering the fray (in fact it was only a matter of months which meant they must have had it planned all along) and the first of these to do so is popular joystick and musical funbox maker Cheetah Marketing.

The Defender is a nice piece of work. The moulded plastic body is dark grey with bright



red handgrips. The design is quite modern and sturdy looking I s'pose, but still with slightly naff Buck Rogers-like tendencies. The handgrip is raked forwards to make it easy to aim and hold, and weights have been added inside the body to improve the feel and balance of the thing. It certainly seems quite hefty and gun-like, unlike the feeble Sinclair.

Accuracy-wise the Defender seems to be pretty sharp. Most of the time I aimed at something I hit it, which means one of two things — either the gun is accurate, or the software is really good at reading the gun. (Of course the other thing it might mean is I'm flipping skill at using it!) You do have to be fairly square to the screen though, and not too close, or the focus of the gun goes all to cock. You'll hit everything on the screen with one shot, and that's no good if you need to be selective, like in *Bronx Street Cop* for instance (one of the games bundled in with it). So care should be taken, and a few experiments done, before you challenge someone to competition. Unless you don't ever want to get to the second level.

THE GAMES!

(They made me deaf you know!)

There are six games bundled in with the Cheetah Defender, all specially written by the wacky CodeMasters (those Darling, Darling boys!). The games will be available on cassette to start with, with disk loading versions to follow.



YOURSELF!



Jungle Warfare

An out'n'out *Op Wolf* clone. You scroll sideways through a series of backdrops, from airports to bridges and jungles, as a battalion of enemy soldiers, choppers and tanks comes into your sights. You must shoot them in order to stay alive. (*Nah, you don't say!? Ed*) Unfortunately, you have limited ammo, so splattering the gooks all over the landscape on rapid fire is fun but won't get you far. The graphics aren't too bad, and there's some impressively life-like banging noises as your gun goes off. I think I could do without the screen flashing every time you shoot though. It's not half as bad as the Phaser but a little divot of earth flipping up to let me know where I hit would suffice. Still, the game isn't too bad, just a little bit repetitive, and it's obviously the ideal sort of thing to use a lightgun for.

60°

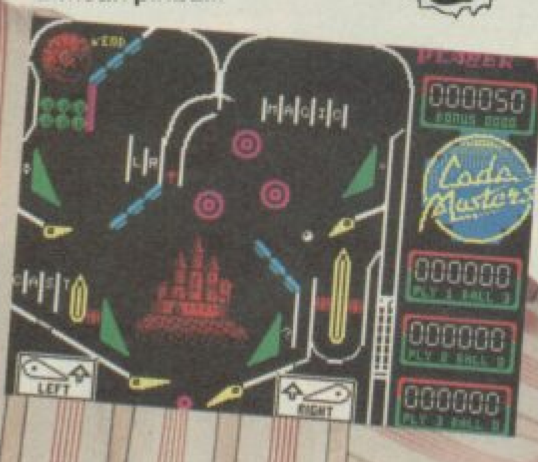


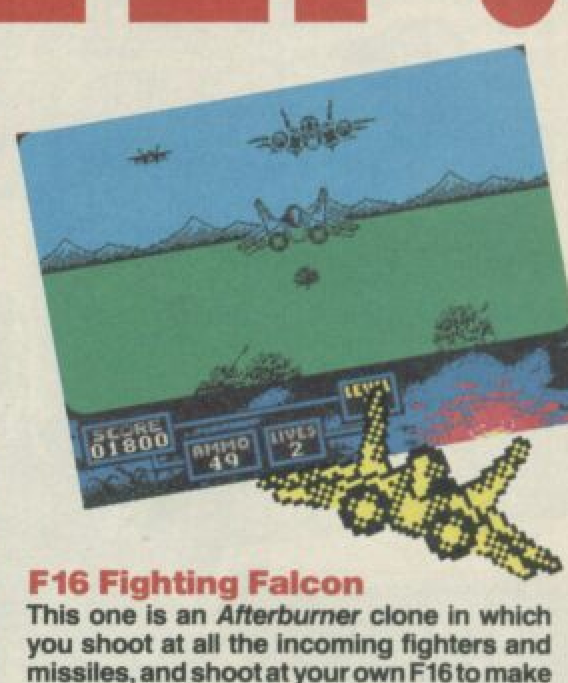
Advanced Pinball Simulator

Yegads, what's this? Pinball?! This is as good an example as you can get to show how odd the pairing of gun and games can sometimes be. What on Earth possessed the designer of this game to make it a 'shoot-at-the-flippers-'em-up'? It almost seems deliberately perverse!

What happens is you shoot at the plunger to eject the ball into the machine. Then you shoot at the flippers to punt the ball back into play if it looks like it's going to make a break for it. Just like a normal game of pinball really (well, sort of). Works okay though, and although a bit strange at first, the program does play a mean pinball!

60°





F16 Fighting Falcon

This one is an *Afterburner* clone in which you shoot at all the incoming fighters and missiles, and shoot at your own F16 to make it perform what the manual calls "automatic intelligent evasive action". Hmm. Just looks like it bounces out of the way if you ask me.

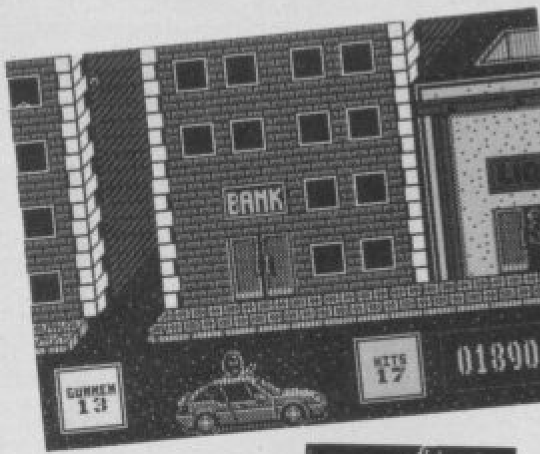
The scenery scrolls by underneath you as you fly along blasting the poop out of anything that moves and a few things that don't. Trouble is you don't get much time to anticipate a plane coming on to the screen, and, if you leave it too late to blow it up, it gets a chance to launch its missiles at you. There are four levels to the game, over the Sahara, Tropics, Arctic and Ocean. Okay, I s'pose, but not enough control over the plane for my taste. Another slightly peculiar use of the gun.

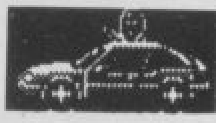
55°

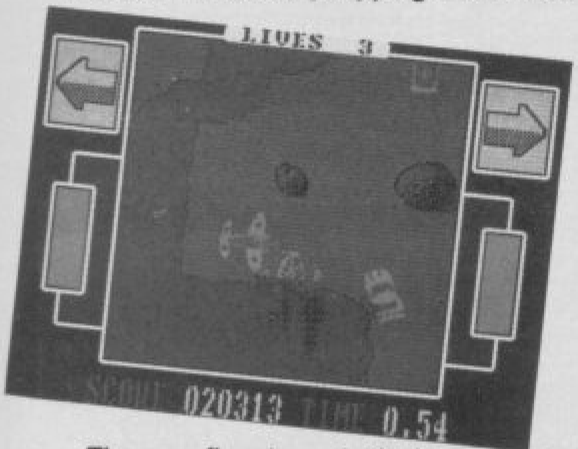

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Supercar Trans Am

Hey, don't I remember something just like this by the late lamented Ultimate Play The Game about a million years ago? *Trans Am* it was called. This new CodeMasters version bears more than a passing resemblance to the old Ultimate smasheroo, but this time of course you've got God, or at least a lightgun, on your side. You steer by shooting steering icons and change from forward to reverse by zapping the car itself.





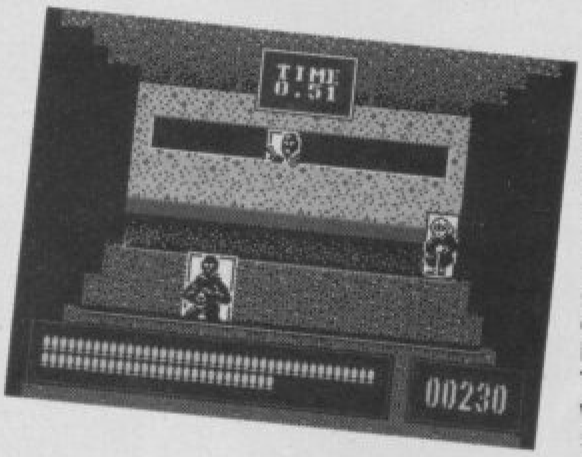


There are five stages to the journey going from LA to NY, starting at the California Beach, then moving on to the Rocky Mountain Pass, the Grand Canyon Jump, past the Great Lakes Stage, and finally on to New York City In Sight. It's a sort of arcade road movie really. I dunno, I found it really hard to concentrate on steering the car without bumping into stuff let alone shooting as well. All along the route men with guns try to blow your bum off, and usually they succeed. Not as good as the original, but it probably rewards persistence.

56°

Bronx Street Cop

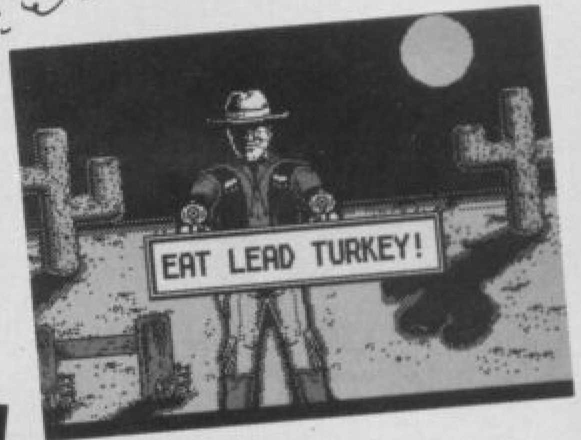
At last, a classic shooting gallery type game. You're a rookie cop on the Bronx street beat. In order that you don't wax some poor passers by in the process of blowing away... hem hem... in the process of apprehending a villain, you are put on the shooting range and presented with a couple of targets to shoot at. As they come up into the gallery you must decide whether they are legitimate targets or innocent bystanders. Brilliant.



89°

Billy The Kid

Not quite as good as *Bronx Street Cop*, but nearly. You get to blow tins off cactuses in the practice round this time. The cowboy



at the side of the screen also throws a tin which you can keep aloft by shooting at it — if you're skill enough that is. Then you go on to 'help Billy The Kid shoot his way out of' various sticky situations. You only have limited ammo for the main parts of the game, but in the practice round you can put on the rapid fire switch and blast everything to ribbons. This is one of the funniest ways to play any of the games. Skill to Middling I'd say.

76°

HEAD TO HEAD

So, how does the Defender stand up against the recently released Sinclair Magnum Light Phaser by Trojan/Amstrad? At first, it seemed the guns were compatible. This was, we thought, the idea. But whilst the Magnum gun worked with the Defender games, the reverse wasn't true. Jon 'Techno Flash' Davies was on hand at the time I tested them and his theory was that the Cheetah was being read by the games as if it was always aimed at the top right of the screen! Weird. Anyway, the possibilities for a standard are out the window unless someone makes a game which works with both methods, or at least can be selected.

The Defender seems much more solidly built, and the weights in it do a lot to improve balance and handling. Having played with the Magnum beforehand I really did notice how much heavier and more business-like the Defender is. It seems to be more accurate too, but that could just be the way the software itself reads the gun. The stupid problem of the Magnum causing huge white flashing bars across the screen has been solved in the Cheetah software, and all the games react much more smoothly. The games in the free pack are a bit samey in their presentation I s'pose, as compared to the varied range that comes with the Magnum, but this is to be expected as the games in the Defender pack all come from the same publisher. Also, the way the handgrip on the Defender is raked forwards, automatically pointing the gun level at the screen, differs with the Magnum's upright hold. This means you have to bend your wrist back ever so slightly to aim the gun. A minor quibble, but worth bearing in mind. The down side is that it takes less effort to keep the Magnum aloft than it does to hold up the Defender. 'Cos the Def is heavier, it makes your arm ache after a bit. But the Defender does have a rapid fire button, and this is brilliant fun, especially on things like *Billy The Kid*, when ammo isn't limited. The major plus for the Defender is that the lead is longer so you can get further away from the screen.



CONCLUSION

I prefer the Defender as a gun, and its games are good overall. My favourite must be *Bronx Street Cop*, with *Billy The Kid* a close second. I still don't know why they bothered to do it but the pinball game *is* pretty enjoyable (so perhaps there's the reason why). The Defender looks better, it's cheaper and in general seems to be much more fab than its only current competitor. Let's hope we see more lightguns using this same Cheetah standard, and even rifles or Uzi submachine guns. Watch this space (or another very similar).

FAX BOX

Product....................... Defender Light Gun
Designer/Manufacturer............... Cheetah Marketing
Price.. £24.95

Virgin/£9.99 tape/£14.99 disk



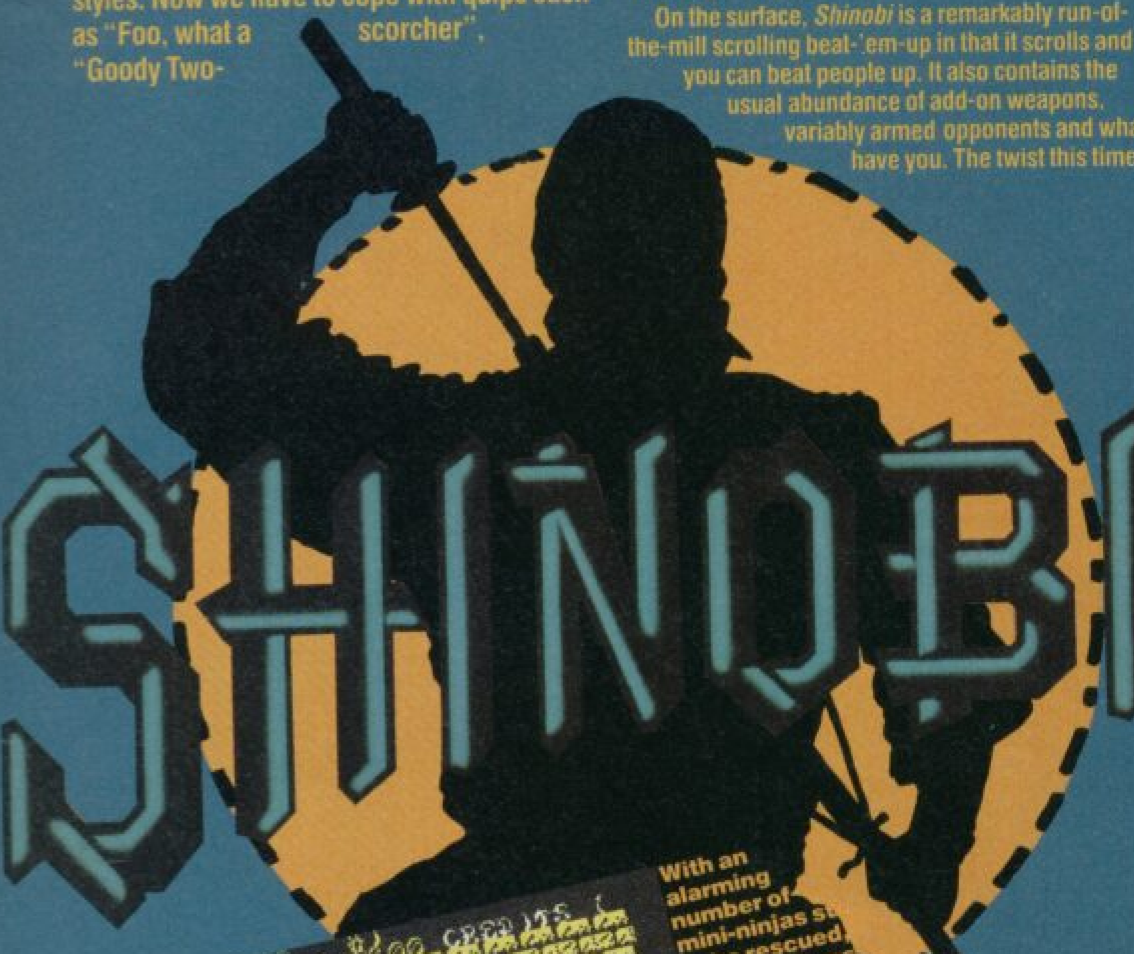
Jonathan There was a time when the copywriters who did the bumf for games were humorless people with bland expressions and similarly bland writing styles. Now we have to cope with quips such as "Foo, what a scorcher", "Goody Two-Shurikens" and other similar abominations. There's even one long word in here with *Shinobi* that I don't actually know – ignominiously. Luckily though, as long as you memorise and then dispose of the instructions, this isn't a bad conversion of the Sega original at all.

On the surface, *Shinobi* is a remarkably run-of-the-mill scrolling beat-'em-up in that it scrolls and you can beat people up. It also contains the usual abundance of add-on weapons, variably armed opponents and what have you. The twist this time is that you have to rescue a group of trainee ninjas who have been captured by the evil Bwah Foo (no, really!) and distributed evenly across five levels, each split into three or four stages. This is done by walking into each of them in turn, whereupon they are "beamed back to Mummy and Daddy". Hmm.

And as such games go, *Shinobi* is pretty darned reasonable. There's not much in the way of kicks and punches to be had, so instead you get to throw shurikens at people. In return you'll find yourself on the receiving end of boomerangs and peashooters, both of which can be avoided by simply keeping your head down.

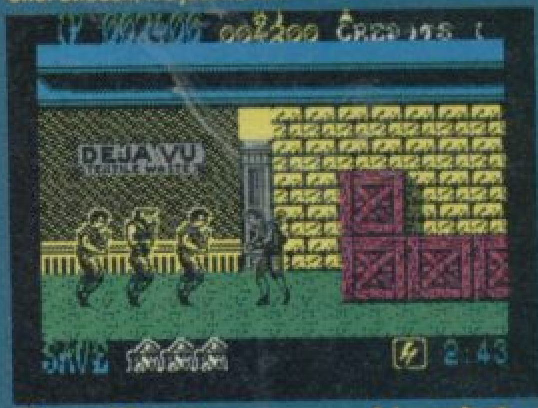
The probs (there had to be some) start with the graphics. Although the backgrounds have been carefully designed, with rapid scrolling and a liberal splashing of colour, the sprites look very odd indeed. Everyone seems to have a crippling back complaint which causes them to take on a permanent forward stoop, and when a lot of them are all hobbling round together the resulting mess makes it extremely hard to tell what's going on. The animation is the real let-down however. Two frames per sprite if you're lucky, and none of the leg movements seem to fit in with the rate the characters are moving at. Much hilarity can ensue when Joe Musashi (your bloke) ducks to avoid a missile and then continues to scuttle about in a squatting position.

All the same, some people don't mind that kind of thing and as long as you don't examine it too closely *Shinobi* could prove quite a worthy investment. I still have my reservations not only with the graphics, but the way they keep churning out these flippin' identical games and then expect me to write a radically different and entertaining review of each one. Sheesh, it's just not on.

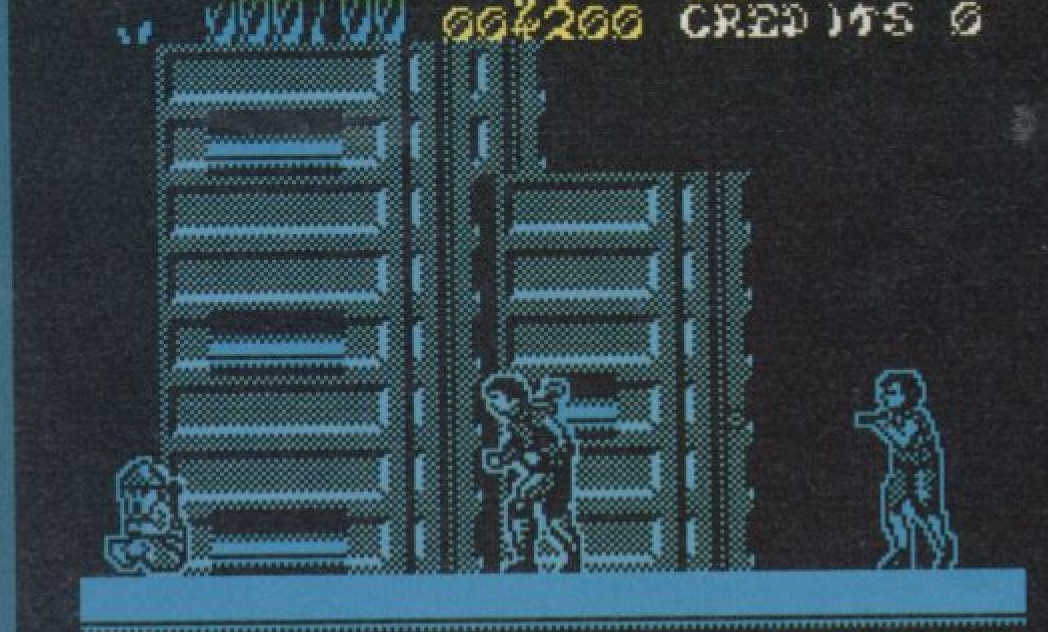




With an alarming number of mini-ninjas still to be rescued, our hero steps into the path of a boomerang. Marilyn manages to find something to laugh about though.



Three of Bwah's men approach in perfect formation. On these occasions it's often worth abandoning your shurikens and taking the enemy on with your bare knuckles. So it's a pity that you don't get any choice 'cos the game makes your mind up for you!



Ah ha! One of the flock. Unfortunately, Joe hasn't noticed the guy in shorts behind him who has just let rip with his peashooter. If he's got any sense he'll duck and then chuck a selection from his limitless supply of shurikens.

final

LIFE EXPECTANCY	GRAPHICS
62°	69°
INSTANT APPEAL	**ADDICTIVENESS**
76°	79°

Diagnosis

Takes the scrolling beat-'em-up theme and does absolutely nothing whatsoever with it. A good conversion though.

71° verdict


FIREBIRD

HINTS 'N' TIPS

YS TIPSHOP



Ladies and gentlemen, live from the Alopecia Lounge of St Albans City Hospital, we bring you Phil Snout with all your hints and tips. Here-rrrrrrrrRRRRRR's Snouty!

Hi-folks. (Applause applause.) Thank you, most kind. You're too kind. Ahh, thank you. ENOUGH ALREADY! (Abrupt stop.) Thank you. On tonight's show we've got so many guests we don't even have enough time to introduce them. But still, let's do the regular bit at the beginning of every show where I talk 'totally unrehearsed' to the bandleader. Hi, Bob.

"Hiya, Snout."

What did you do this weekend, Bob?

"Well, Snout, I took my wife fishing."

Did she enjoy the trip?

"She sure did, Snout, but y'know hanging on the end of the fishing line for the sharks gave her a headache."

(Diddly bomp!)

Hah, Bob. You're such a nut.

"I know it, Snout."

Okay, that's that rubbish out of the way, let's hear it for tonight's real stars, the Tipshop Tippers, with their tips for everything from *Postman Pat* to *New Zealand Story*.

SILKWORM

And our first guests please! (Cheer!) It's **Phillip David Lock** and **Billy Ramsay** with some *Silkworm* advice. C'mon down, Phil 'n' Bill... (thwoppa thwoppa thwoppa).

"Hi, everyone. We claim to be the first people to complete *Silkworm*. We did it on Thursday 3rd August 1989 with a score of 89,690 and it took us 15 minutes 25 seconds. The final message reads like this. AND HISTORY RECORDS THAT DURING THESE 11 DAYS MANY LIVES WERE LOST. PEACE RETURNED TO THE NOW DECIMATED COUNTRYSIDE. THE PEOPLE RETURNED TO FIND CROPS RUINED, CHURCHES DEFILED AND THE VILLAGE POND DRIED UP.

A MEETING OF THE ELDER'S PLEASANT PEASANTS IN THE LOCAL PUB DISCOVERED THAT THE PEOPLE SAW THE FUNNY SIDE OF IT.

Silly, huh? Now here are some mini-tips.

- **When in trouble shoot the shield to act as a smart bomb which in turn clears the screen.**
- **Try to keep the twin gun. It's the best one.**
- **Always choose the helicopter when playing on your own.**
- **Aim for the rotors on the General's 'copter, as that is its weakest point.**
- **Always shoot everything on the ground to let the jeep through when playing one player. If you get killed you can take over playing the jeep.**
- **Keep firing all the time.**
- **When shooting the big 'copter at the end of each stage try to bomb it as well. But don't try to if it gets too close. As soon as it appears shoot like mad. If it fires at you get out of the way and start shooting again until you kill it. The best bonus you can get is 9,900 points if you're quick.**
- **The medals you can get are Normal, Private, Lieutenant, Corporal and General. If you have got a high grade but still get killed you still keep your twin gun. The same with the jeep."**

Not bad, sports. And you aren't the first to finish, by the way. I was. Hah! You'll just have to take my word for it, too. Ha ha ha.

Next contestant please, Rita...

Forgotten Worlds

I can't stop playing this game, nose-pickers, and neither can most of you either. Take our next contestants, f'rinstance, **Richard Bray** and **Matthew Callanan**.

"A bit of help for the two cool dudes in a hot situation and buckets of trouble.

1) In Level One, if you stay at the bottom of the screen, you seem to be able to fly through the pipes and things, receiving almost NO DAMAGE!

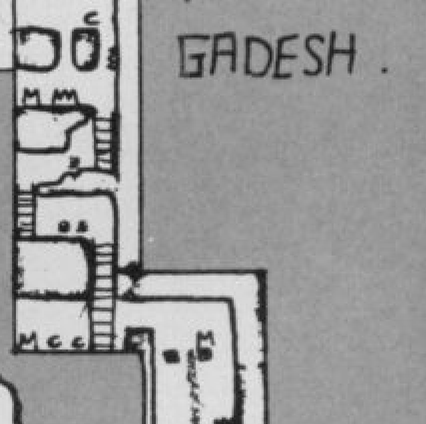
2) When you start your one player game, press space to bring in player two. Jam on the player two fire button (using a handy brick or the Ed's head) then position yourself behind the firing player two, neatly picking off the nasties while player two takes most of the flak."

Rick Dangerous



My old mate **Avi Gadesh** from Israel had this to say bout his brillo *Rick Dangerous* map. "It took me a couple of hours to do, so please publish it." With a plea like that, how can a poor Snouty refuse?

AVI GADESH.



It makes you feel so butch, this *Fog Worlds*, dunnit?

Ah, back from holiday at last, and I'm feeling full of beans, as brown as a berry, as fresh as a daisy, and the first person to call me 'daisy' gets it in the chopper with this meat hook I happen to have handy. Now, let's get the key in the lock... open the door... and AAAAARRRGGHH! (KERRRRUMPPP!!!) Crushed by the weight of the mail that awaits me. Never mind, I can open my Clinic anywhere – even from a hospital bed. So who's first?

FOOTBALL DIRECTOR II

I promised you regular titbits a coupla ishes back and have had immense grief from everyone for not putting anything in last month. Sorreee! So here's a bumper selection of hints and tips, from *FDII* boffins **Colin Smith** and **Derek Stuart.**

1) Beware if you join another club – they may be high in the league but the squad may be rubbish. So always save the game before joining another club.

2) Don't move injured players or their skill will go down.

3) Only train more if you really need to.

4) Sell your internationals, then buy lesser players (8s or 9s) who can improve.

5) Increase the bonus pay and players' ratings will go up. Decrease it and they'll fall.

6) If you don't release a 9i player for an international, he will drop to 9.

7) Buy shares when they are cheap or when you are low in the league, then sell them later when you are doing rather better. Wads of spondulicks!

8) You can sell up to 50,000 shares a season (sez Col) or 75,000 (sez Del).

But here's the really spanky tip I promised you, courtesy of **Tony Hannant**, who tells me that his badge size is "baggy extra large".

"If you're short of cash, or just want to sell off an old player before he retires, here's a way to swop your player for another of equal(ish) skill *and* make a big profit. First, put the player you wish to sell on the transfer market, say an M8 (value £650,000-£850,000). Next, make sure you have all three scouts available, and send them all after an M8. Next is the most frustrating part – just keep watching the Offers page week after week until a) you are offered an M8 from another club, and b) a club (or clubs) is interested in your M8. Now comes the fun bit. Bid for the M8. Offer a 'small' amount of cash (£5,000 to £100,000 depending on the age of the player you're buying – the younger the player, the bigger the bid). Then also offer your own M6 as a free transfer. The other team *should* accept the deal, in which case you now still have an M8 but have spent some cash. Don't worry! The next screen should be the Offers page again, on which you'll notice that your 'old' M8 is still for sale! You can now 'sell' this player, even though you've already swopped him. To be sure of a sale, accept the first bid you receive (£650,000-£850,000) and there you are – you have an M8, as before, plus half a million quid in cash (after tax)!"

Great, eh? Tony adds various riders – if your player is over 29 you may not be able to swop him for someone of the same level – and says it only works around 90% of the time, but that's good enough for him. He says he's made eight million quid in one season...

DR. BERKMANN'S CLINIC



Got a problem? See a specialist!

Which should, I imagine, be some small consolation for his own current problem. "Yep, when I get into Division One, and look forward to large crowds and gate money, for some reason the attendances always stick at 18,729, even for a Wembley appearance. Is this a common bug, or is there something I can do to rectify it?" Can't help you, I'm afraid, Tony, as I haven't quite made it to Div One just yet (sassen frassen rassen). But can anyone else?

PACLAND

Barry Neeson was wondering how to cross that dried-up swimming pool. It's all in the wrist action, confides **Graham Neicho**. "First, run at the springboard, and when you are at the very edge of it press jump, upon which you will sail into the air. Keep pressing the right button, and eventually you'll land on the other side."

Graham can also help with *Robocop, Treasure Island Dizzy, Spitting Image, 180, European 5-A-Side* and *Jack the Nipper II* – send him an sae with your gamesnag and he'll sort it out. His address is 8 Mill Close, Tiptree, Essex CO5 0LE.

HAYLP!

Jonathan Bayley: "Could you please help me with *Spiderman*? I can't make the web fluid. Oh, and how do you get into the penthouse suite?"

Cathryn Lewis: "In *Contact Sam Cruise*, what do you use the hook for, and where?"

Darren Walden: "How do you get past the first lorry in stage one of *Green Beret*?"

James Malcolmson: "I have had Mikro-Gen's *Three Weeks In Paradise* for about 18 months and can solve 66% but am unable to sharpen the axe. Can you help?"

Richard Gutz Crossman: "I want to know how you get to the base in *Infiltrator*. I can take off but when I'm flying I eventually run out of fuel. Haylp!"

Can you haylp? If so, or if you've got your own gamesnag that's causing you sleepness nights, mornings and afternoons (we doctors need our siestas, you know), write to me, Dr B, at *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge for anyone mentioned. (Next month – *Magic Knight* special!)

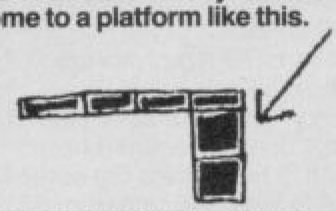
TIP O' THE MONTH

New Zealand Story

Four brillo skillos supplied all the tip info for the Tip O' The Month this month, and they are **Tom "I'm so good at this game" Bustrode, Philip Walker, David Coles** and **Philip Jones**.

GENERAL TIPS

1) When in the water try to find a horizontal wall with air above it. Find the corner, and you should be able to walk through the wall and your air goes up, but you stay in the water!
2) Shoot flying things from below.
3) On Level One/Three you should be able to find your friend through a brick wall. The floor below him is double, with a space in between. Mount a duck (honk!) and fly back to this space. You should be able to fly through the wall to your friend.
4) On Level Two/Two when you are below the water you should come to a platform like this.



You can dive into the water without having to go the long dangerous way.
5) The Rock Octopus is one mean mutha. Instead of hitting it anywhere you have to rapidly shoot its eye, just above its nose. If you have bombs, dive off the top of the platforms and lob some bombs in its eye. (Dodge the bats!) If you have a laser gun, use it like a bow and arrow. If you actually have a bow and arrow... well, you'll get killed.
6) When you are on the ice whale, make sure you put a metal balloon on your head (get one from an axe cat!) because it protects you from his icicles.
7) You can go through the corners of walls to get to your friends using strong balloons.
8) To protect yourself from blasts, use a metal balloon on your head.
9) When there are spikes on the

WEAPONS

BOMBS Rubbish. All you can do is lob them in front of you a few feet.



BOW AND ARROW Not bad but not powerful enough.



MAGIC WAND Powerful. Shoots magic blasts which come back like a boomerang.

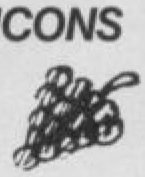


LASER GUN The best weapon by far. Shoots powerful laser blasts that cut through anything.



BONUS ICONS

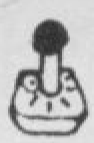
FRUIT Points.



INVULNERABILITY PILLS Make you invincible.



JOYSTICK Enables flying machine to hover in mid-air.



BOOK OF DEATH Smart bomb.

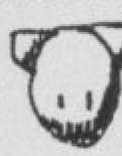


CLOCK Freezes the baddies.



FLYING MACHINES

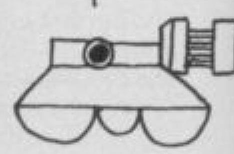
TEDDY BEARS Not too brill. They don't float and take one hit.



BALLOONS Same as teddy bears.



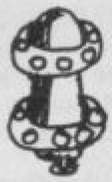
FLYING LASER CANON The best. It hovers and is quite fast.



RUBBER DUCK Same as teddy bears.



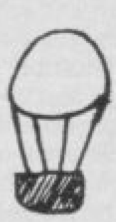
METAL BALLOONS Strong, but too big for small tunnels.



STRONG BALLOONS Very good. Punk teddies ride on them.



HOT AIR BALLOON Good and quick. Can't be shot down easily.



BADDIES

SHELLS They either fire shuriken or torpedo.



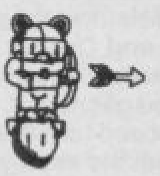
BOOMERANG MAN Shoot from behind.



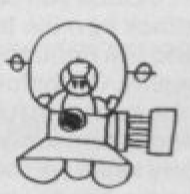
THORNS Dodge them.



FLYING TEDDIES Shoot them from below, then nab their flying teddy.



LYING LASER CANNON Shoot from behind and nab.



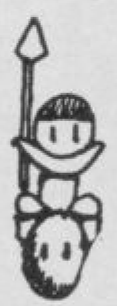
STARS Nasty. Some can multiply. Kill on contact.



FIRE TURTLES Their fire is fast, but don't bother with their balloons.



SPEARMEN Like boomerang men. They throw spear up, but watch out as it comes down.



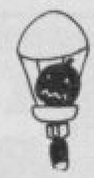
BATS They only drop one triangle. Avoid them.



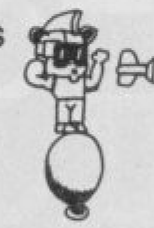
AXE CATS Deadly. Worth nicking their balloons, though.



PARACHUTE PUMPKINS Drop bombs. Shoot them from the side or just avoid.



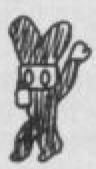
PUNK TEDDIES Ride good strong balloons, but fire fast missiles.



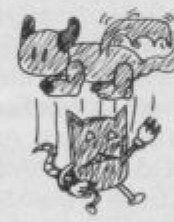
DUCK PILOTS Shoot deadly dots in random directions. Shoot from below.



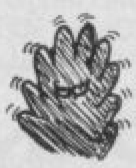
BADDY MAKER He walks along shooting stars, boomerang men and shells.



BAT CAT Watch out for its kittens.



SEA BLOB Brr. Easy to avoid, but do so.



SEA PLANT Don't swim close to its tentacles.



MAGIC PUMPKIN Changes from bat to pumpkin. Flies slow and cannot shoot.



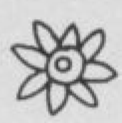
FLYING SPIKE Only on Level Three. Deadly to touch and follows you around.



WATERFALLS Help or hinder. Push you the right way or to your death. Be very careful.



WATER STAR Looks like shurikens, but bounces around under water on Level Four.



LAVA STREAM Same effect as floor spikes, but only on Level Five.



roof which have a kiwi or something good above, jump up and bash your head on the spikes then hold on jump. When you restart you'll go right through the ceiling. (Make sure you have a life to spare for this trick.)

10) Use the map and avoid confrontations with mega-baddies.

11) To get past the end of Level Two/Three, when you have to jump over a pit of spikes drop a balloon on the platform above. Then jump up so you're hanging on the balloon, but still on the platform below. Then fly over the pit and fall into the water below. Easy!

12) Always sit on top of balloons unless you need their protection on your head.

13) Make your own routes. The arrows can lead to death on later levels.

14) You control the strength of your jump by the time you hold the jump key.

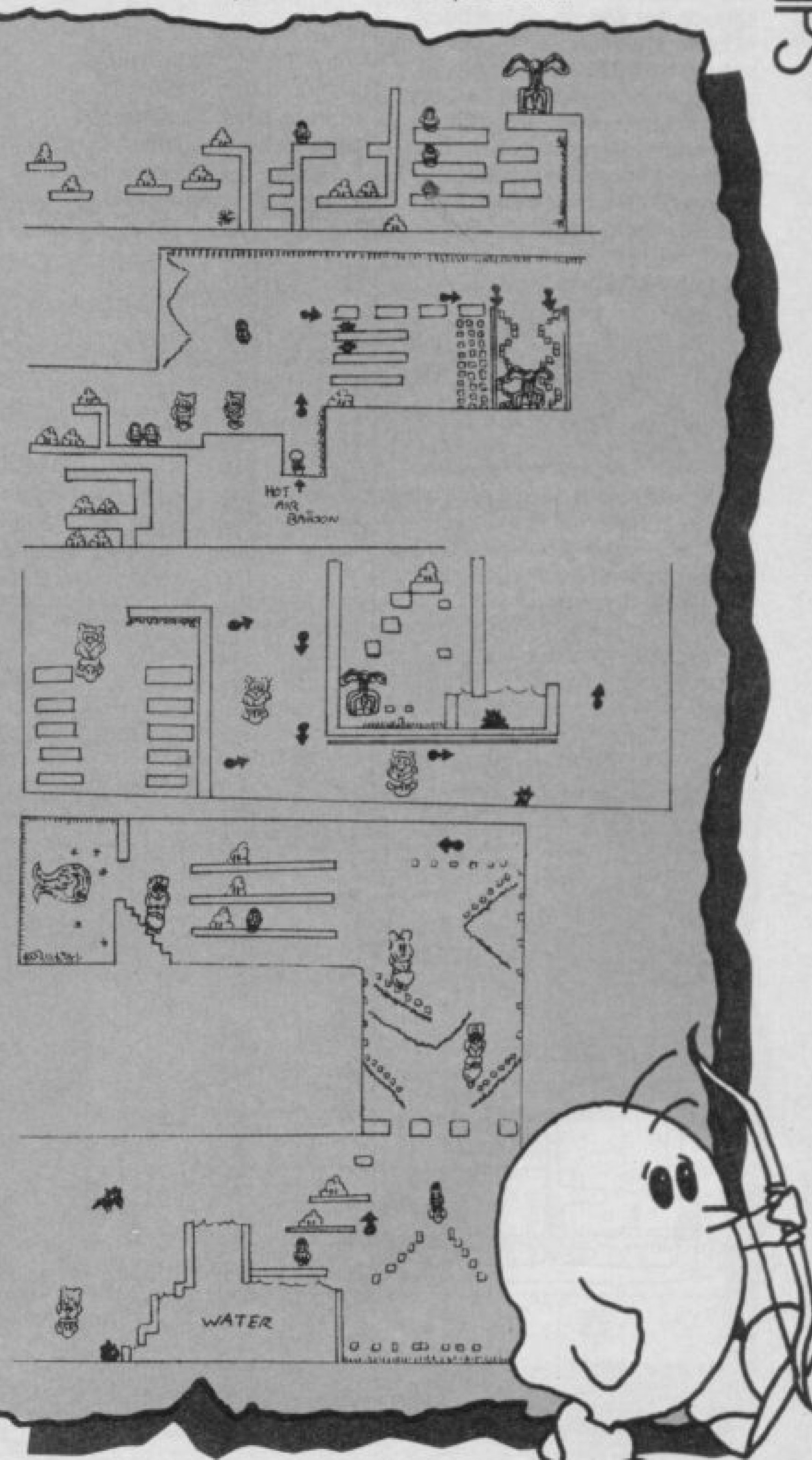
15) To beat the Level Three guardian (robot doll) shoot into its stomach when it opens to shoot missiles. It's easier when you have a flying machine.

16) When you dive into the water on Level Four, swim along the surface until you come to an air pocket with a teddy in it. Shoot the teddy and steal his flying machine. Then let yourself drop. Your air doesn't go down and you go through the floor, where you should be.

17) To complete Level Five/One go right as far as you can (jump over all the spikes) then go up as far as you can. There are some spikes above your head. Now use tip number nine. Fall down. When you get to the bottom you should find a duck nearby. Mount it. Fly up until you find the place where your friend is captured. Find the bottom right hand corner. Now use tip seven. Then fly up and get your friend.

And now the cheat. On the menu screen type FLUFFY for infinite lives and PHILLIP for extra firepower.

Thanx to all the boys for that brillo tips-a-rama.



Carrier Command

And the next guests all have tips for the super smashing and VERY lovely *Carrier Command*. Please welcome **Richard Drinkwater** (slurp), **Gavin Jupp** and **Frazer 'Strawberry' MacDonald**. What about it, audience? (Yay!) How well trained you are. Okay, boys.

"If you take your carrier close to the island and launch the two drones at either side you can send out a Manta. Fly the Manta at top speed towards the command centre, really low, and just as you're about to hit it, drop a bouncing bomb and pull up. The command centre explodes every time, and the missiles and stuff will soon stop being fired at you. Then bring back your Manta and send out a Walrus with an ACCB. It's usually better to turn the ship around before you launch the Walrus so the back is facing the island. The easiest way to do this is to go to the map, put a cross at the back of the ship and press program. The ship will turn around.

Make Elwood a resource island and Socrates and Genetix factory islands. Before leaving Genetix set production targets as follows.

Fuel-50
ACCB-R-6
ACCB-D-6
ACCB-F-6
Hammerhead-30

Then steam back to Vulcan (use time lapse) and load up three Walruses with the following — 1 × Atavar, 2 × 3 Harbinger and 3 × Virus Bomb. Don't give them any fuel. Launch them all, then get them to fire their weapons at each other. Use the carrier laser to finish them off. Launch three Mantas with no fuel, giving one of them an Assassin missile.

Done that? Right, call up three Mantas and three Walruses to replace the ones destroyed. Fuel up all Mantas and arm them as follows.

Manta 1 — 1 × Quaker, 2 × Assasin
Manta 2 — As Manta 1
Manta 3 — 3 × Assasin

Fuel up all Walruses and arm numbers one and two with an Avatar each and an ACCB-R on one and an ACCB-F on the other. Arm number three with a Virus Bomb and 3 × Harbinger. Launch it and fire all weapons. Recall vehicle. Re-arm and repeat until all Harbingers are gone and no Virus bombs are left. Refuel number three and give it the remaining Avatar and an ACCB-D. Doing all this gets rid of stores you never use, and allows you to carry more ACC fuel, so there's no chance of you running out between islands. You can now start taking over islands (don't forget to refuel carrier first). Remember to keep moving the stockpile island forward. When the enemy carrier is nearby on an adjacent island, DON'T PANIC. Make sure you have plenty of Hammerhead missiles and Quaker bombs. Sail towards it on autopilot. When you get near it, clear the autopilot and turn the carrier away from the enemy and reverse in. Once you come under attack turn the turret round and fire Hammerheads at the enemy. Oh, before you do, put the carrier in full speed ahead and steam away from the enemy while you blast it with Hammerheads, and watch out for enemy Mantas. Once you've destroyed the enemy carrier take over the enemy islands by dropping Quakers on the command centres then deploying your own ACCBs."

Ha ha ha ha. Thanx a lot, chappies. Super smashing lovely. Lovely bunch of chaps. And you won't go away empty handed. Well, perhaps you will after all. Ha ha ha ha. Okay fine. Super.

PRACTICAL POKES

He's back. The man who put the Mc into David... um... Candless... um, anyway... here's* David McCandless *with the next exciting episode of Practical POKEs.

Oh dear, as you can see I'm a tad short of space this month. This matchbox is all I've got to squeeze in your POKEs and hacks. But that's life. Thanks must go to **R Swann**, **Jon Hale**, **D Leslie** and **Neilad Hecab** for their multiface contributions.

THUNDERBIRDS

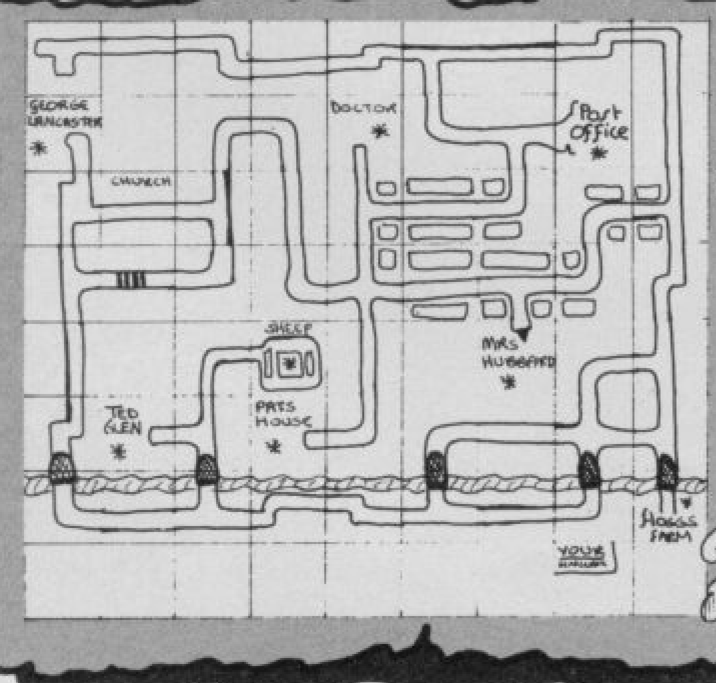
Warren Huxford wrote in craving a mention for his *Thunderbirds* level codes. Level One — NONE, Level Two — RECOVERY, Level Three — ALOYSIUS, Level Four — ANDERSON.

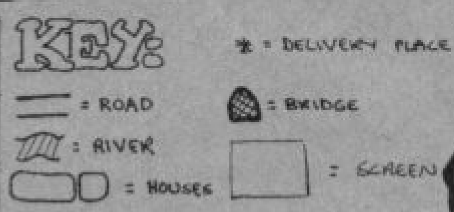
SCROLLING CREDITS

More mentions for more letter-writing go to **Steven Brown, Eoin Coull, R Lowery, Scott Carroll, Matt Hammer, Neil Hallinan, Kenny Jarman, Wildcat, David Rosenfield, Mark Bennett, Derek Forrest** and **Justin Saunders**. And don't forget to keep sending in those POKEs and hacks to me, David McCandless, Practical POKEs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

MULTIFACE CORNER

GAME	POKE	EFFECT
ARKANOID 2	40420,x	Ball Speed
H.A.T.E.	53246,14	Energy
LAST NINJA 2	36576,198	Level One
	35993,198	Level Two
	36751,198	Level Three
MUNSTERS	37891,0	Time
R-TYPE	38241,22:	
	38242,154	Weird
RUN FOR GOLD	41097,0	Energy
	29866,60	Xtra Energy
	37278,60	POKE
STORMLORD	56877,127	Lives
	56877,201	Immunity
	56890,255	Invincibility
WEC LE MANS	26110,34	Time





So many people have asked for *Postman Pat* tips it made me blush. Although the one I've printed is by **Kevin Pick**, I also got ones from **Steven Cumming**, **Philip Kiernan**, **Sihn To**, and **Nigel Grange**, so they get a badge too.

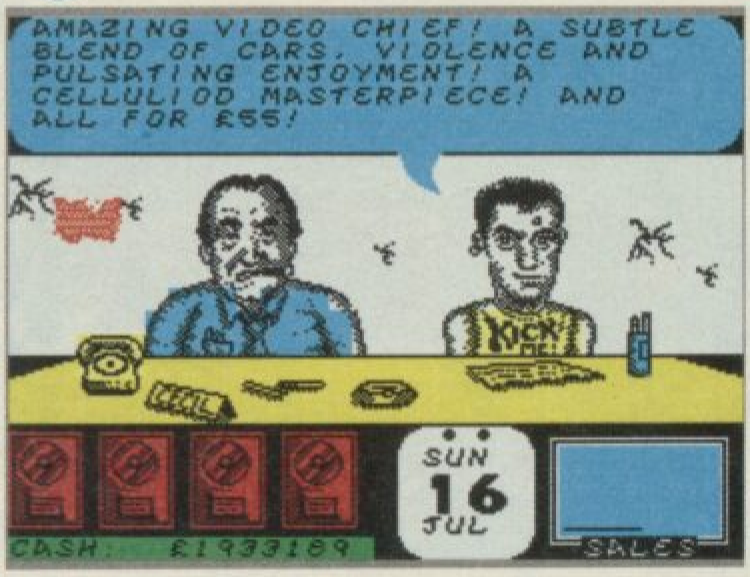


and so to bib!

That's all we have time for on the Snout Show tonight, glad you could be with us. All that remains is for me to say if you have any maps, tips or cards you'd like to share with us on the show, just wrap them in a crisp five pound note and send them to Philip Snout, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, and any we print will get a terribly sincere non-sexist and loving 'I've Got Big Tips' badge. Don't you go changing! Ta ta!

pop simulation

NOURISHING TIPS



Rock Star
Ate My Hamster

sports tournament

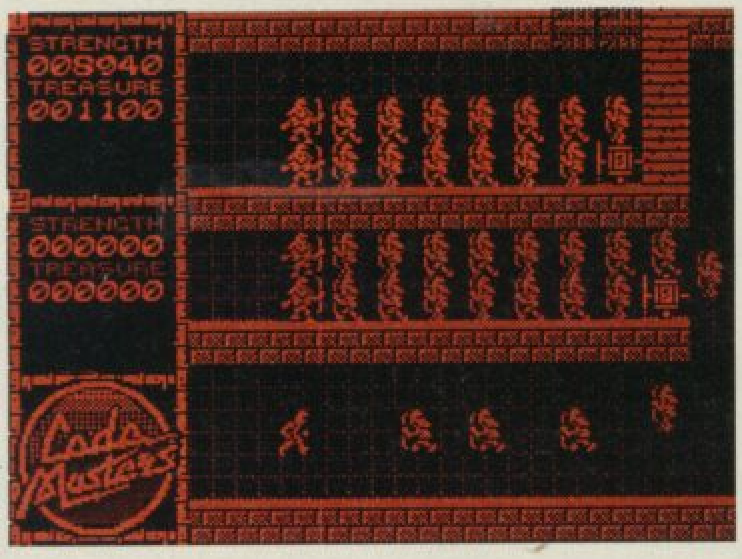
NOURISHING TIPS



Run The Gauntlet

beat 'em up

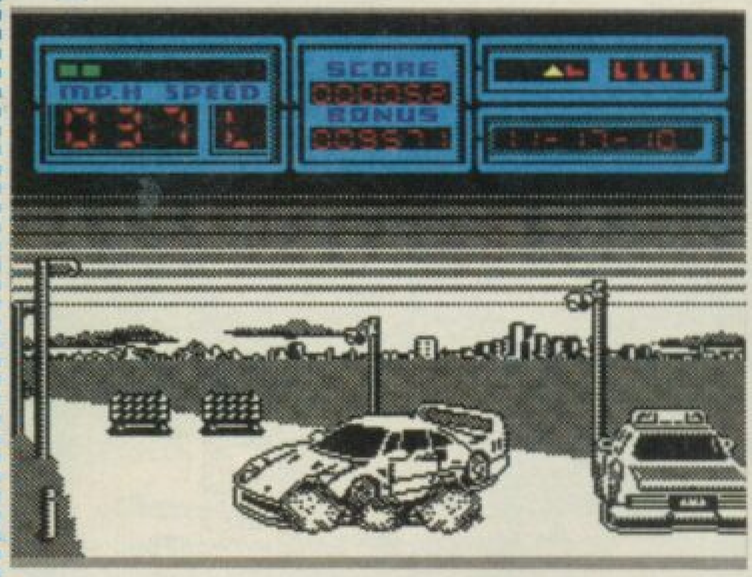
NOURISHING TIPS



Ninja Massacre

racing game

NOURISHING TIPS



Crazy Cars II

Run The Gauntlet
by Phillip Jeffery

Section A — The Hill
One of the very first problems is getting the hang of the controls. Keep the fire button down and then bang the left and right keys to move up the screen. Release the fire key to move out of the way of objects.
Avoid the first *Run The Gauntlet* sign, but jump the second. Try to press left and right rhythmically.

Section B — Water Sports
If you are controlling the jet skis, don't open the throttle right away or you'll lose control. Keep an eye on the map in the top corner, noting the route you are to take.

Section C — Trucks
If you're going to finish the level you'll need to know where the explosions are going to occur. They appear in the same positions each time. Watch out for the pacers, 'cos you'll have a crash if they come up on you from behind.

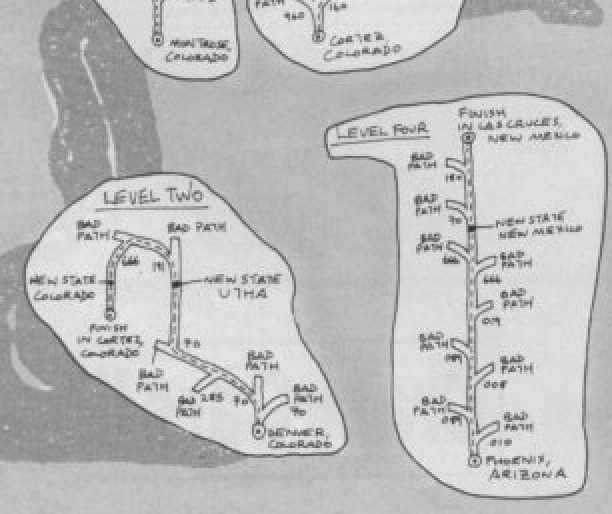


Rock Star Ate My Hamster
by David Aitken

1) Always choose four people.
2) At the start choose 'Dodgy Gear'.
3) Start at universities and charge £10.
4) Then after two or three weeks go on to concert halls charging £10.
5) Then after five weeks go on to stadiums charging £10.
6) Before you do a gig always buy the stars a gift like food or drink.
7) When releasing a single always make a video, but never use Cricklewood.

Crazy Cars II
by Paulo and Ivan Alexandre

Here is a quick map of all four levels of *Crazy Cars II* so you know where you're going.



Ninja Massacre
by Robert Sorfleet

I just thought I'd drop you a line and let you know that I have just got the level codes for *Ninja Massacre*. Hope these come in handy for some readers.

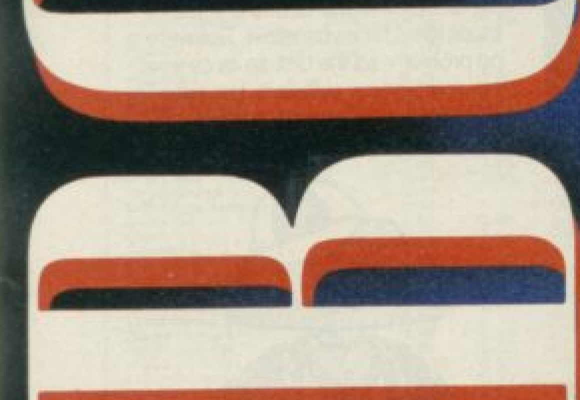
SNOW
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RAGE HARD!

It's been a long time in the making, but soon we'll all be able to thrill to the delights of the new SAM Coupé computer from MGT. *Phil South* tools up to investigate the delay.

Hey, whatever happened to the SAM Coupé? It may only seem like yesterday, but in actual fact it was previewed in an edition of Rage Hard in March this year. Flicking back through the issues it appears that I said, "I should be getting a review copy of the machine sometime this month, and happily you should only have to wait for May to buy one." Well, deary deary me, how wrong can you get? So what's been the hold-up, hmm? How much has the soon-to-be-finished product got in common with the design that I previewed? Well, the answer is actually quite a lot, but let's go into t in more Snout-like detail. Hang on, where's me magic screwdriver? Oh. Oi, Jackie, stop cleaning Matt's ear: out and bung it over here. Yeeurch!

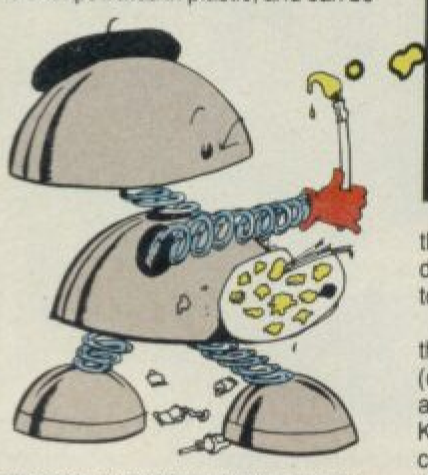
U Got The Look

The 'designer' plastic casing of the SAM features a 71 key tilted full travel (proper) keyboard for typing purposes, which sits on top of a state-of-the-art rubber membrane. This ensures that no grot can enter the machine through the keyboard, but, please, don't go pouring your coffee over it just to test it! The drives, if you fit them, are hidden under the front of the machine out of the way, so the look is very clean. By the way, the colour of the rim-moulded casing has yet to be finalised, but the possibilities for changing colour are apparently endless. Pink? Lime green? Purple? P'raps we could see a gold special edition?

The basic SAM Coupé comes with a facility for tape loading so you can load all your Sinclair games right away. But the beauty of the SAM system is that you can bolt on more wazzy stuff as it becomes available. Underneath the raked keyboard there is space for two ultraslim 3.5" Citizen disk drives. MGT are the first people in the world to use these new drives, and they're only ¾" thick! The drives come in two flavours, the normal IBM size and a whopping 2Mb. Because each drive has its own controller on board, you can run both drives at once. The drive mechanism is encapsulated in plastic, and can be



Bruce Gordon of Miles Gordon Technology shows off his pride and joy.



slipped in and whipped out as many times as you like. (Honk!) This means that if you have a mate who's got a SAM with one drive you can pop yours in his machine for some twin drive computing! Coo. The disk operating system is so clever, it is actually faster than the likes of the Amiga and ST.

The printed circuit board inside the machine is T-shaped. This caused a great many problems, as the CAD program they used fell over when they fed in the board shape. So part of the hold-up with the machine has been due to Bruce Gordon designing the board by hand. The top of the T runs along the back of the machine and has the interfaces on it. The board runs down the centre of the two drives towards the front of the computer.

In the back of the machine are all the output and input ports. UHF (channel 39), composite video, digital and analogue RGB, standard Kempston type joystick port with 'dual' capability (with a splitter), mouse port, lightpen/lightgun port, Sinclair cassette port, MIDI IN/OUT/THRU, network port, RS232 and parallel printer port via a Smart cable. The joystick port will run normally if you just plug one joystick into it, but with a special splitter it'll run two. The reason for this is there wasn't room on the back for two with all the other ports on it. The MIDI ports have recently been redesigned by Keith Thrower to run independently of the main processor.

The centre of the machine is a normal Z80B running at 6Mhz, backed by the custom SAM ULA chip made by Fujitsu, a 32K ROM containing the BIOS, Basic and disk operating system, 256K of RAM (upgradable to 512K on the board) and the two Philips sound and video chips.

The Sights

The graphics on the SAM are spankingly good. (Slap! Yow!) The chip responsible for most of this is the Philips TEA 2000 chip, giving you four basic modes of operation. Mode One is a 32 × 24 character screen, and can be thought of as the Spectrum mode. Each character square is capable of two colours from the Spectrum palette of 16 colours, but selectable from a bigger palette of 64. Mode Two is similar to Mode One, but with a 32 character × 192 pixel screen. Again each 'character' is capable of two colours, but as they're much, much closer together it looks like more. Again, 16 colours from a palette of 64. Mode Three is the 80 column text mode, with a 512 × 192 pixel screen. Each pixel can be a different colour, but only four colours from the 64 colour palette. Mode Four is a 256 × 192 pixel graphics mode, where each pixel can show any of the 16 colours from the 64 colour palette. This is the top end graphics mode.

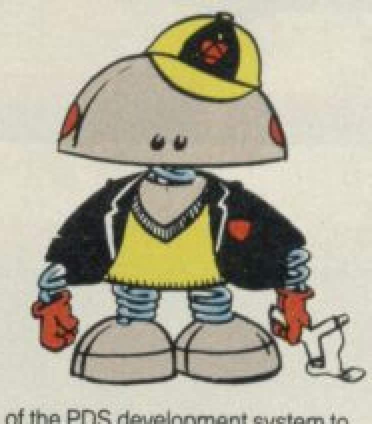
To program the advanced graphics and sound you can use the built-in Basic, written by Andrew Wright (the author of *Beta Basic*), which features all the bells and whistles you expect from a modern Basic, like PROCedures, DO-UNTIL, WHILE and WEND. You can do calls to Z80 Machine Code and there's a whole load of new commands to take advantage of the new graphics. Bo Jangeborg, author of *Artist II*, is writing a special set of graphics utilities for the creation of SAM graphics, plus a new art program specially for the new machine.

The Sounds

Think of a sound. Now! Go on, think hard. Got one? Good. Well, now you can create that very sound with the SAM's amazing sound chip. The chiplet in question is the Philips SAA1099, and it features stereo sound generated from six oscillators and two noise generators. Yes, that's six, instead of the usual three. And using the amazing music and sound software designed by music 'wizard' and man of a thousand notes (all of them fivers) Dave 'Interesting' Whittaker you and your SAM can make bootiful music together. And it's true, 'cos the sound chippy is over eight octaves and has control over waveform, amplitude and envelope. The waveforms give you the basic shape of the sound, and the amplitude and envelope shape the sound thereafter giving it a slow attack for smooth, sleepy sounds or a sharp attack for percussive, snappy sounds.

When When When?

Yes, we know you'd like to have one. But you're going to have to wait. "Before Christmas" is all that MGT would say, and it's not messing about when it says that. The firm is relying on so many outside contractors that "committing to a firm date at this point would be a bit silly". Prices are yet to be confirmed, but the £150 mark for the basic cassette-based unit will be stuck to as far as possible. Software is no problem, as the unit on its own will run any Speccy software, but specific SAM stuff is being written right now, and PDS has written the SAM version



of the PDS development system to help with this. A lot of effort is going into making the conversion of games to SAM graphics as easy as possible. Utilities exist to grab Spectrum graphics and convert them, but also an ST to SAM graphics utility is in preparation. Could the SAM be the ST of the 90s? In any case, interest in the machine is running high, and "several of the top software houses" are looking at doing software for it.

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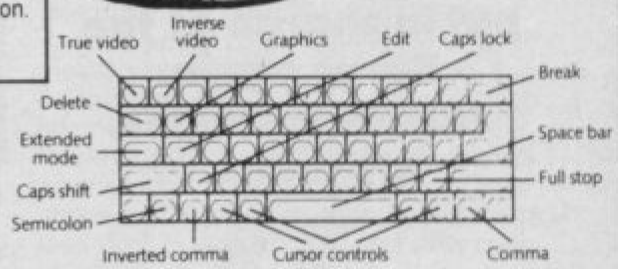
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He's strong, firm but fair, extraordinarily good-looking and what's more he's been put in charge of the Bargs again. *Jonathan Davies*, my man...

BARGAIN BASEMENT

KENDO WARRIOR

Byte Back/£2.99

Would you believe — someone's managed to find a martial art that hasn't already been converted to the Speccy. A big step forward eh? And what's more they've made quite a neat little game out of it. Nothing too original, you understand, but at least they haven't gone drastically wrong anywhere.

Kendo, from what I can work out, seems to be a case of waving a sword about and hoping that someone's standing in the way. At least, that was the technique I managed to perfect. *Kendo Warrior* is spread over loads of screens, some of which are blocked off by force fields, and others by gun turrets which shoot at random. The building which all this takes place in (which turns out to be an enemy headquarters of some kind) is also patrolled by various kinds of fiendish foe. The ones I've encountered so far have

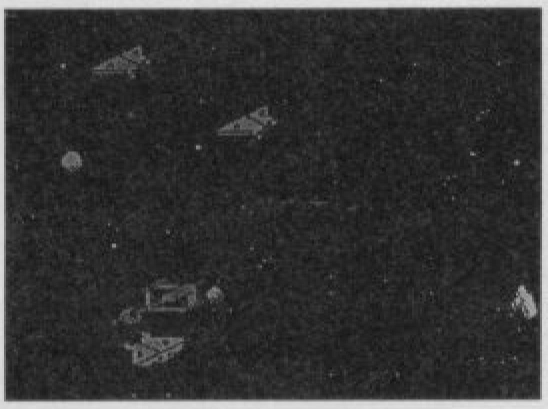


taken either human or canine form, and have physically abused me in a variety of different ways. There also appears to be a slight adventure tendency to the game, with one or two puzzles to be solved.

The graphics are definitely above average, it's fun to play, and worth giving a go.

SIGMA 7

Encore/£1.99



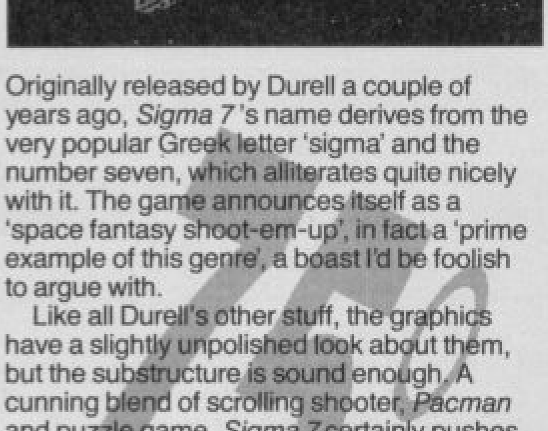
Originally released by Durell a couple of years ago, *Sigma 7*'s name derives from the very popular Greek letter 'sigma' and the number seven, which alliterates quite nicely with it. The game announces itself as a 'space fantasy shoot-em-up', in fact a 'prime example of this genre', a boast I'd be foolish to argue with.

Like all Durell's other stuff, the graphics have a slightly unpolished look about them, but the substructure is sound enough. A cunning blend of scrolling shooter, *Pacman* and puzzle game, *Sigma 7* certainly pushes this genre to its limits. Phil says, "I prefer the Commodore 64 version, but you probably can't say that in a Spectrum review," highlighting the scritchy scratchy sound as one of his principle disappointments. Personally I thought the sound was fine.

Two quid is a small price to pay for this former blockbuster which is only just starting to go rusty.

PANTHER

Mastertronic/£2.99



Well, it scrolls. Diagonally. You can shoot things, and you can also land to pick up refugees who have been stranded on the planet surface. You can fly through buildings and things too, which can be rather unnerving. It doesn't look particularly impressive, but then diagonally scrolling games rarely do. So much effort seems to go into lugging the graphics across the screen that little things like sprite design and special effects tend to be forgotten.

The purpose of all this is to liberate the city of Xenon from the fiendish alien invaders who have moved in. Most of the original population has been evacuated, but a few key figures remain. These are the ones you're meant to pick up. As you're doing this the obligatory alien hordes arrive and float around taking pot shots at you.

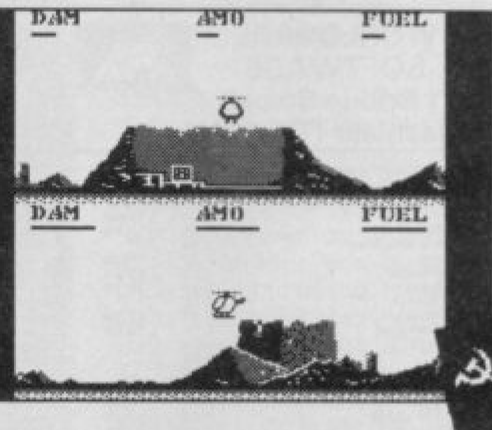
I endured it for about 20 minutes and then moved on to better things.

PROTECTOR

Mastertronic/£2.99

Ah ha! A helicopter game — time to dust down the age-old 'chopper' jokes. But then again, space is short, and I really can't be bothered, so let's dive straight into The Review.

This three-quid's-worth places you in the driver's seat of a helicopter at a training school in the Nevada desert. Unsurprisingly you are a trainee chopper pilot. Your mission? To fly around and collect supplies that are dotted around the landscape and deposit them back at your base. Player two, or the computer if you're a bit lacking friend-wise, does the same. Once all the supplies have been collected a bomb will appear which can then be dropped on your opponent's base. End of game. The 'competitive edge' is provided by the ability to nick supply cases from the other guy's base for one's own use (while he's not looking, of course), and to shoot him, causing him to drop whatever he's carrying.



GREEN BERET

The Hit Squad/£2.99

Quite a seriously old side-view scrolling shooter this, but one which provoked enormous interest for a while after it first came out. It's not hard to see why. But I'll tell you anyway.

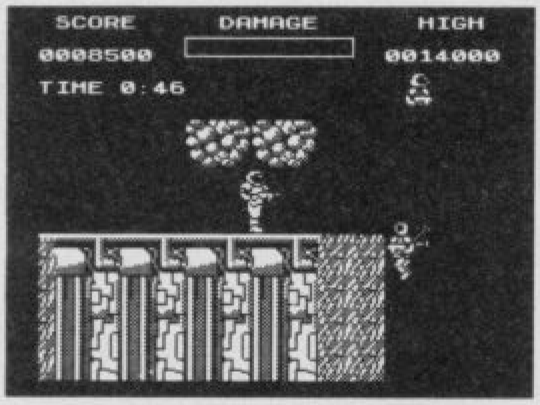
The scenario is essentially violent, which is always a good selling point. This time you're a Green Beret, with all that that entails, namely a mission to slash and shoot your way through four levels against overwhelming odds. The odds consist of enemy soldiers armed with assorted weapons, some of which you can nick for your own use. Each level is arranged differently and packed with, er, action, and the backgrounds and sprites are beautifully drawn. My only criticism (I like to find at least one each time) is that it's a bit difficult — there's no gradual build up or anything.

If you missed it the first time round...

Everything happens extremely quickly, making the controls rather tricky to get to grips with and giving the computer a definite advantage. This is the kind of simple idea which so often makes a really fab, addictive game. In this particular case, though, *Protector* turns out to be a distinctly unfab, unaddictive game.

SOLDIER OF LIGHT

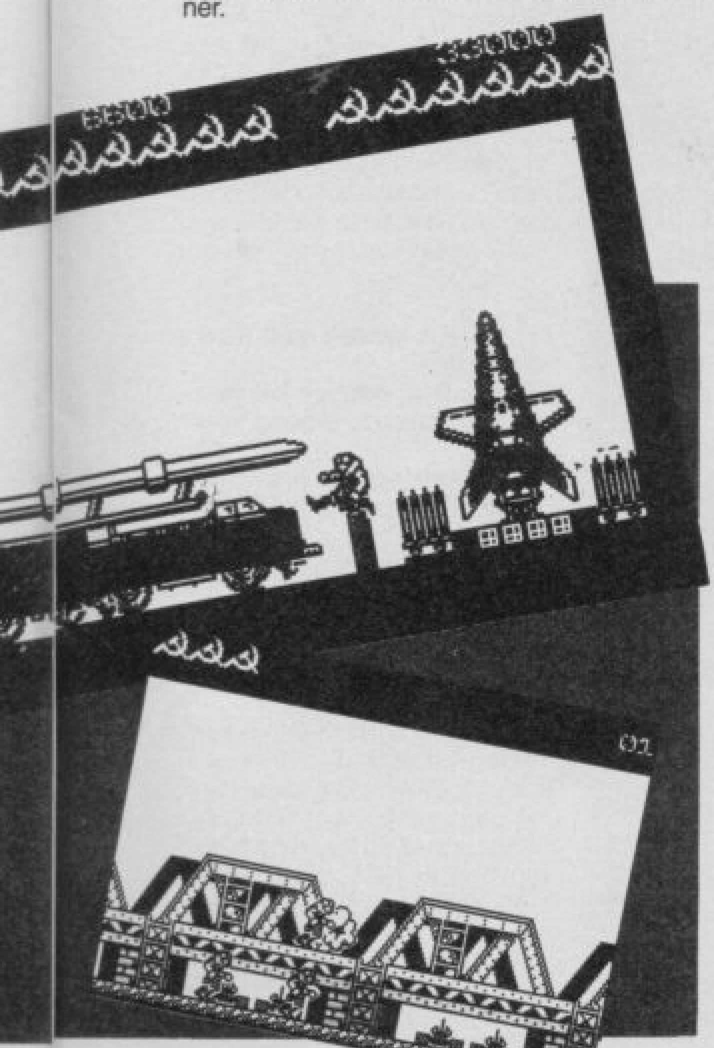
Rad/£2.99



A re-released arcade conversion, this one. It originally came out at full price on one of The Edge's labels, I think, and now here it is on budget. Groan. It was one of those ones that surfaced just as everyone was reacting against the attribute problems that had been plaguing us for years and had started doing everything in monochrome. Things have changed since then, of course. Colour's back, and games like this look horribly snore-invoking.

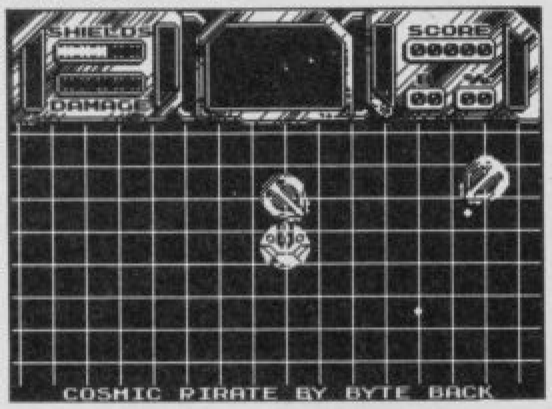
Setting aside such prejudices and delving into the inner workings of the program reveals . . . oh dear . . . jerky scrolling, confusing mishmashes of sprites, spluttery sound, just-too-slow movement . . . yeurch. If you want to you can pick up little Ps which improve your firepower, but I wasn't really taken by the idea.

If The Edge was hoping to make a few bob by flogging this to unsuspecting, impoverished readers, shame on them. Anyway, its plans have now been foiled, so ner.



COSMIC PIRATE

Byte Back/£2.99



Guy Manly's your name and, predictably enough, killing people's your game. Innocent space traders, in fact, with the aim of nicking their cargo and selling them down the market, like, no questions asked.

What this actually involves is flying around a rather bland scrolling grid and shooting things. There are various ways of doing this, which are selected from a series of menus. It's necessary to do this several times in order to build up enough skill to progress to more important things, such as inter-planetary travel. Everything, naturally, revolves around amassing credits.

I didn't venture too far into the depths of the game, as it would seem to require a lot of patience, dedication, enthusiasm and all the other qualities I so visibly lack. The impression I got was of a graphically uninspiring but otherwise fairly sound strategy game which will probably appeal to a minority audience. I won't be returning to it, though, probably because I'm not a minority of any kind.

WULFPACK

Blue Ribbon/£2.99



Narrowly missing the 50th anniversary of World War II, *Wulfpack* attempts to simulate submarine warfare in the Atlantic. Ahem. In fact it does nothing of the sort, and reminds me of those thrilling Basic programs that used to sell for £4.95 and were so popular in about 1983.

Your job is to sail around the Atlantic seeking out U-boats with your sonar. Having found them the screen flips to a side view where you have to guess the depth that the sub is sailing at and set a depth charge appropriately. Also to be considered is the D-Day invasion, which sounds extremely exciting although I'm afraid I didn't get that far.

The piccies are what really let things down. I thought UDGs had been extinct for years, but there seem to be loads of them scuttling around the garishly coloured screens here. Although some of the ideas in *Wulfpack* are okayish, it's been programmed so primitively that coldly ignoring it would seem to be one's only option.

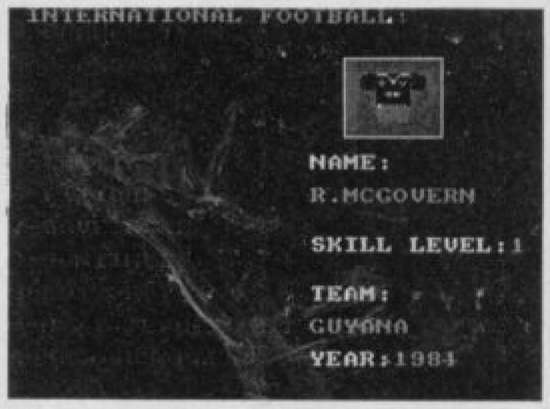
INTERNATIONAL FOOTBALL

Cult/£2.99

Out of a large heap of broadly similar-looking soccer games submitted by Cult, I decided to subject myself to this one. As always, the theme is management and the technique is to select the right things from the right menus at the right times. Out of all the football games I've been made to play *International Football* would appear to be one of the most comprehensive and hence most agonising to review.

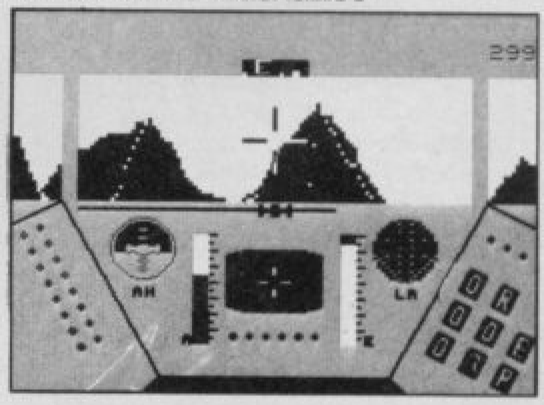
Obviously, the football takes place on an international basis — it centres around the World Cup. You get to manage the team of any nation of any level of obscurity of your choice and, even more obviously, attempt to lead them to victory. Or several other cups, in fact.

There are thousands of features listed on the inlay, very few of which I can even begin to comprehend. Those in the know will be relieved to hear that the game encompasses "average attendances", "relegation", "manager sackings" "+ much more". Sounds good to me.



RESCUE ON FRACTALUS

Mastertronic Plus/£2.99



Just coming up to its third birthday, this one provoked mixed feelings when it was first released. The name derives from the fractal method used to generate the scenery, which is the game's main selling point.

Apart from gawping at the landscape, your job as pilot of a Valkyrie fighter is to patrol the surface of Fractalus looking for shot-down pilots to pick up (oo-er). Aliens need to be watched out for on later levels, and the ship is armed to deal with them when necessary.

Although the backdrops look impressive when stationary, they move disgustingly jerkily, and there's far too much unsightly colour splashed around the place. The whole appearance of the thing is distinctly naff and I can't say I enjoyed one minute of the time I spent playing it. However, for the more persistent there's probably quite a challenging game lurking under the grotty exterior.

BARGAINS

YS COMPO

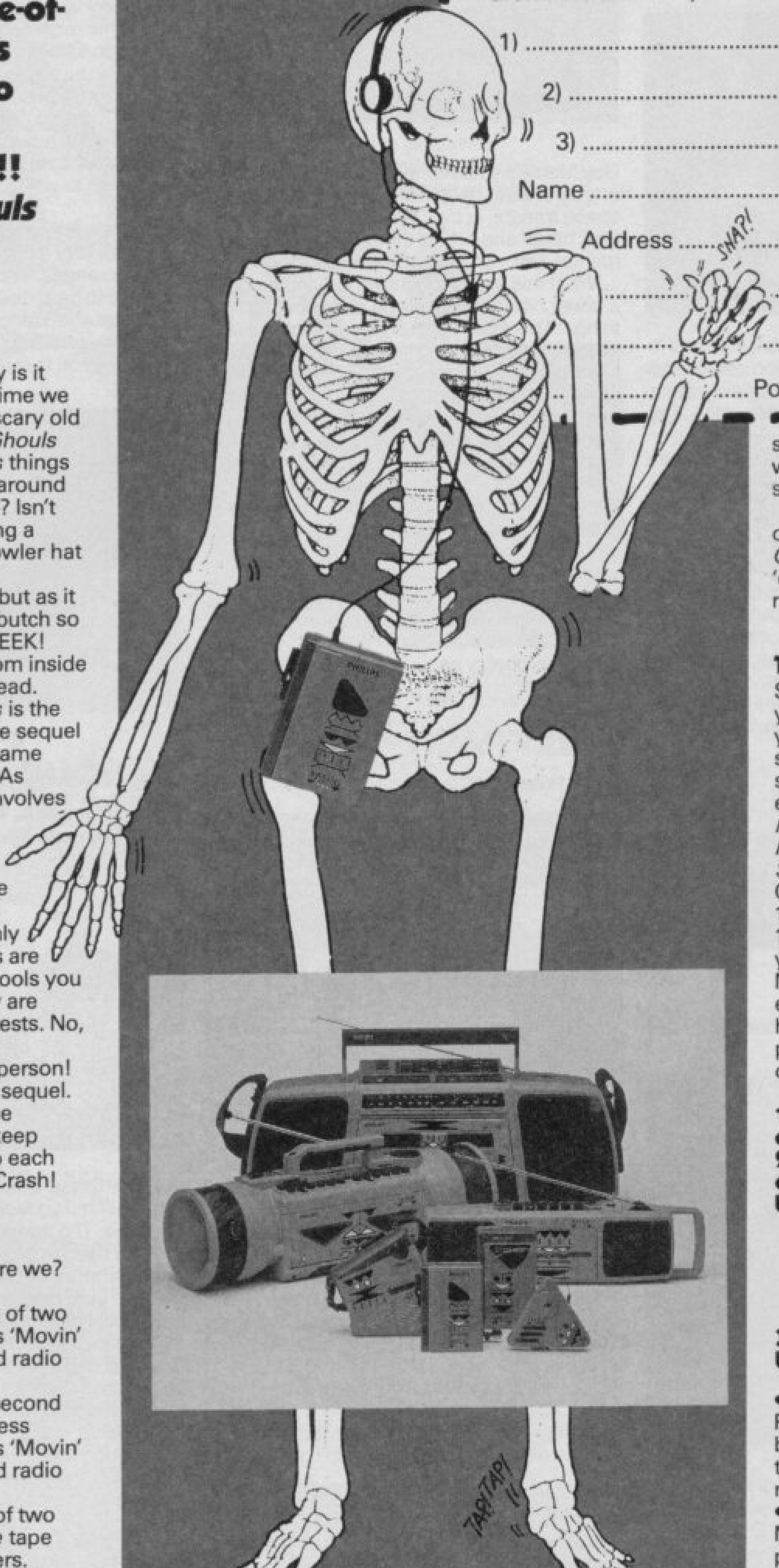
Dem Bones! Dem Bones!

WIN one of seven different state-of-the-art Philips 'Movin' ghetto blasters and walkpersons!! PLUS 20 *Ghouls And Ghosts* T-shirts and games!!

Spooky! Why is it that every time we mention a scary old game like *Ghouls And Ghosts* things start flying around the *YS* editorial office? Isn't that Jackie's coat doing a tango with David's bowler hat and flippers?

Gosh, it's so scary, but as it 'appens we're rather butch so we can stay here... EEEK! Okay, we'll tell you from inside the *YS* cupboard instead.

Ghouls And Ghosts is the US Gold version of the sequel to the triffic coin-op game *Ghosts And Goblins*. As before the scenario involves you duffing the ectoplasm out of a range of horror movie extras, en route to rescuing your lady love, the princess. Only this time the enemies are different, and all the tools you need on your journey are supplied by magic chests. No, we don't mean Maria Whittaker, you norty person! All in all it's a brilliant sequel. We just wish the office poltergeist wouldn't keep breaking the place up each time we mention it. (Crash! Yelp!)



Shiver me timbers and rattle me clavicles, if these aren't the answers, I'm no necromancer!

1) ....

2) ....

3) ....

Name ....

Address ....

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.... Post Code ....

Win! Win! Win!

Now then, where were we? Oh yes, the prizes.

There's a first prize of two mega-wopper Philips 'Movin' double tape deck and radio ghetto blasters.

Then we've got a second prize of two slightly less mega-wopper Philips 'Movin' double tape deck and radio blasters.

Then a third prize of two Philips 'Movin' *single* tape deck and radio blasters.

Then a fourth prize of one cassette and radio walkperson, a fifth of a triangular radio walkperson, a sixth of a bendy cassette walkperson and a seventh of a slimline cassette walkperson.

FINALLY, there're 20 copies of US Gold's *Ghouls And Ghosts* and 20 *G'N'G* fab 'designer' T-shirts for the runners up!!!

Gasp!

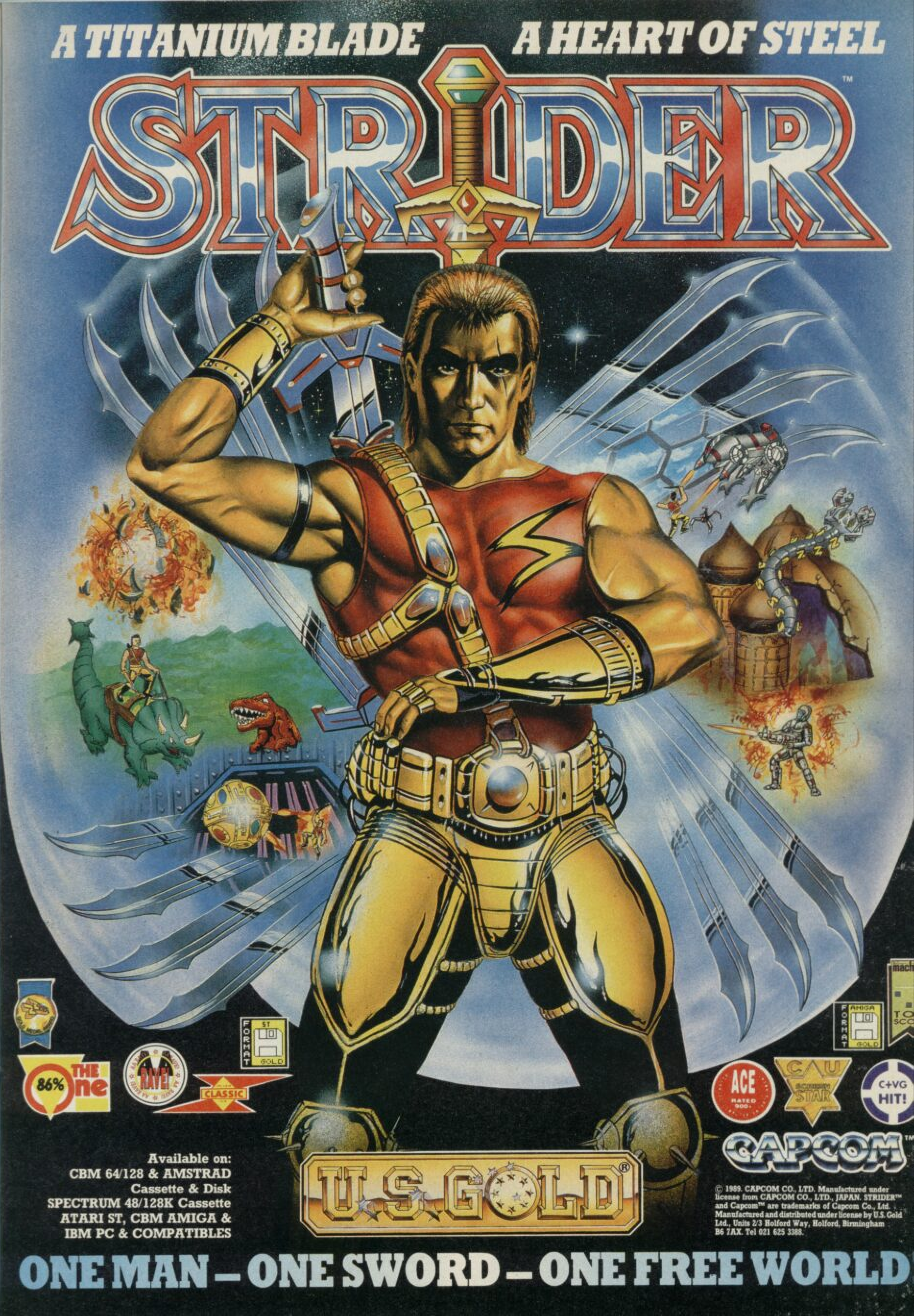
This Is What You Do

So here are three quezzies. All you need to do is jot down your answers on the coupon, stick it on to a piece of axe-shattered cranium (or into an envelope) and send it to *Oh My God There's A Ghost In The House And It's Scaring The Spots Off Me Boxer Shorts* Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. And you'll need to get your entries in before 30th November 1989. It's so simple, even Dunc could do it. Except he can't because the office poltergeist just threw him out of the window.

1) Where would you find a clavicle?
2) If a bull terrier bit you on the tarsus, would you be:
- **a) limping for a week?**
- **b) sitting on a rubber ring?**
- **c) dipping your nose in a bucket of water?**

3) What is the longest bone in the human body?

• Employees of Dennis Publishing and US Gold would be far too scared to enter... they wouldn't win, anyway, so no point really.
• Get your entries in by 30th November 1989, or we'll put a poltergeist in your envelope and send it back to you.
• The Ed's decision is final, although by no means legal, honest and truthful.



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ONE MAN – ONE SWORD – ONE FREE WORLD

Ocean ain't stupid, you know — it snaffled up the rights to the Op *Wolf* sequel as soon as blooming well poss! More the merrier then to

YS MEGA



OPERA
THUNDE

One thing you can't deny — it's going to be pretty tricky trying to figure out the best place to stash your game-buying cash this Christmas. All the big companies have some pretty unstoppable film and arcade licences lined up, but Ocean has rather more than most. I mean, *Batman* should still be hanging around, then there's *The Untouchables* (a superb film conversion), *Cabal* and *Chase HQ*. So the release of *Operation Thunderbolt* should be the icing on the top of Ocean's Christmas cake.

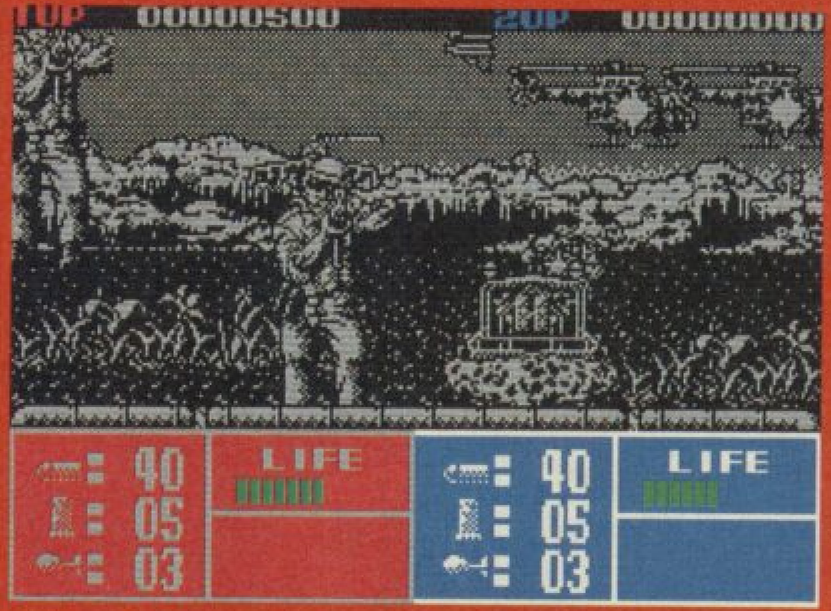
The whole thing about Taito's *Operation Wolf* (and the numerous 'sequels' of which *Thunderbolt* was the only official one) was the incredible simplicity of its gameplay. I mean, all they really are are very sophisticated variations on the fairground shooting gallery theme. The only thing that's different is that your ducks are swopped for tanks, planes and soldier sprites — and the 'ducks' shoot back! Very simple and addictive all right, but undeniably samey. So why should you splash out for *Thunderbolt* this year when you already got *Wolf* last year? Good question. Needless to say Ocean's given it a bit of thought and come up with some quite convincing answers.

The main difference between this and *Op Wolf* is that instead of each level scrolling horizontally, half of them take on a 3D rolling road aspect. Instead of moving across the picture, you're moving into it.

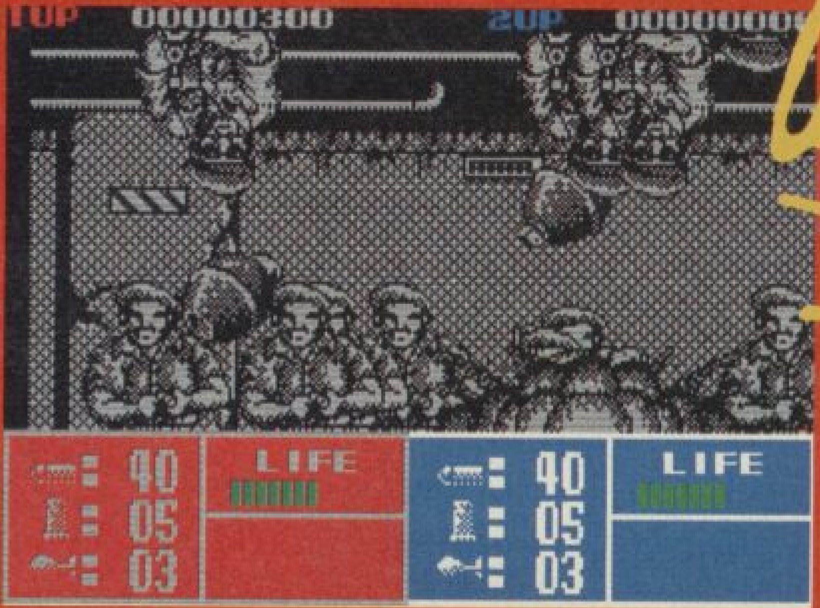
The second difference concerns the cursor. Instead of the massive gunsight you had on the *Op Wolf* screen, here you've got, um, no gunsight at all. Or rather what they call a pixel sight — which is so small as to be invisible. You're still shooting the blokes on the screen all right, it's just that you only know what your shot has hit from seeing who is dying and where dust is puffing up. Watch someone playing the game and it looks confusing as anything, like the programmers made a mistake. Play it yourself though and you soon get used to it — or so they tell me! The idea was to reproduce the looking-down-the-cross-hairs-of-a-cabinet-mounted-Uzi feel from the *Thunderbolt* coin-op as closely as possible.

There is a way to avoid this vagueness though. On each level the computer offers you a 'laser sight' and keeps letting it drift across the screen until you pick it up. Now you have a gunsight on screen as in *Wolf* (though smaller). The trouble is that you only get one a level, so if you're fighting the baddies with a buddy one of you will have to do without.

Oh, didn't I mention it? The other difference from *Wolf* is that the new game has a two player option! One player uses the keyboard and the other a joystick. Bob's your uncle! It really is a natural for this sort of gameplay. You start the game with a normal pistol, three grenades and five magazines of bullets, though bigger weapons and more ammo appear and can be picked up along the way. A bullet-proof vest keeps you (sort of) safe, a medical box puts your life back to the start again,



This is Level Five (the one on the boat)! Blokes are dropping down from the top of the screen and choppers and hovercraft are moving in for the kill. Basically you've got your hands full. Yikes!



Level Six is a weird one. Hundreds of bad guys and explosions on the ground level of this horizontal scroller — just about the only baddies in the whole game who don't wear flash-masks! But the really weird stuff is going on higher up. Just who are those fellows hanging from the ceiling (and how do they do it)?



We're back in traditional *Op Wolf* territory with this horizontal scroller. It's these complex backgrounds that eat up all the memory. If you look carefully in the top left corner you'll see the laser sight. Not very big, is it?

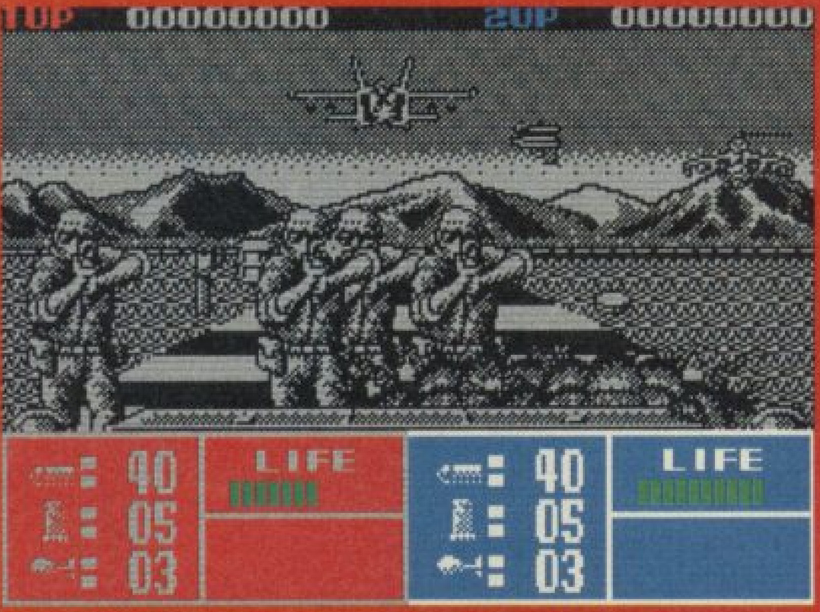
but best of all is the weapons box which gives you a whole load of bullets and grenades. On some of the horizontal levels, hostages occasionally escape when you shoot a door down. There are up to eight of them, and if they get away it's good news for you. Shoot one by mistake though and a skull and crossbones rises to the top of the screen, and you lose a bar of energy.

As in *Wolf*, each level is monochrome, though in different colours — not the plain black-and-white that you can see on these not-quite-finished screenshots. Differences between the eight levels are few though — outside of the alternating scroll-across or into-the-screen aspect. Still, things do get harder as you go on, and there are some very memorable bits.

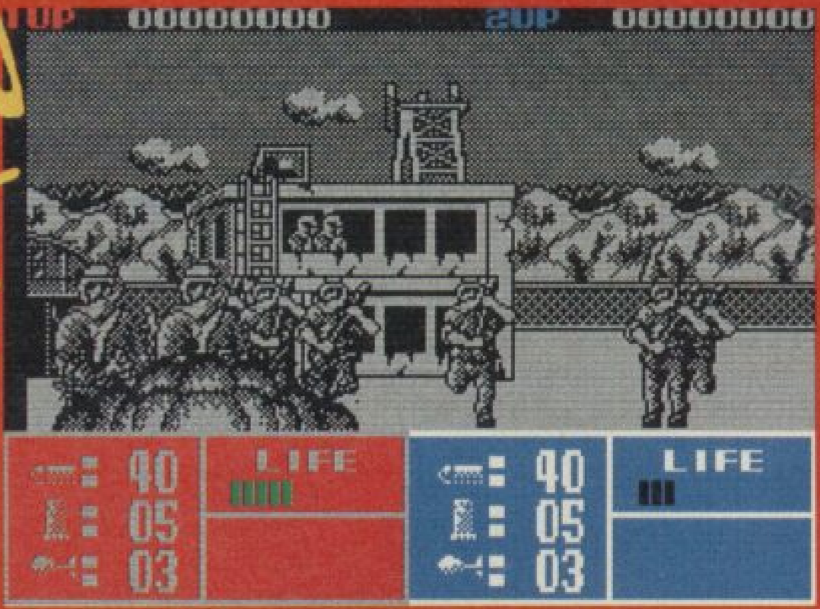
drum up a rather top notch Christmas best seller. *Matt Bielby* boarded the cool boat to Manchester to check out its pedigree...

APREVIEW





You seem to be driving a jeep down an airport runway (or something) in Level Seven. Watch out for the fighter planes, and grab that extra weapon icon that's falling halfway down the screen towards the right!



Another horizontal scroller. The clouds are just about the only things that don't shoot back in this game!

RATION DERBOLT



Blimey! Some of these helicopters seem a little short on rotor blades! (Must have paused the game between frames. Or something.)

For instance, on Level Six (a horizontal scroller) men hang upside down into the screen from the ceiling, and on Level Five (set on a boat) they drop in from helicopters off the top of the screen. Four and Six are the only ones with an end-of-level baddie as such, a manic bloke with a grenade launcher who rushes around the screen pumping pineapples at you like nobody's business.

There is a vague plot too. Level Seven is set on an airfield, and Level Eight inside the plane itself where you've got to shoot the terrorists (everyone of whom seems to wear a mask for some reason). Get the last one (who's holding the captain hostage in front of him, so it takes some nifty shooting) and you've completed the game. Hurrah!

How To Make A Christmas Megahit

Andrew Deacon (code) and Ivan Horn (graphics) were the guys who worked on the Speccy *Thunderbolt*, with ample help from their mate Jonathan Dunn on music. In fact they were the same folk who brought us *Operation Wolf*. How do you think this one compares then, boys?

"Well, we've used some of the same routines in the same ways, but it's all been improved and speeded up. It's a lot faster than last year. The other thing is that there's more variety too, mainly because of the two different sorts of levels we've used. The sprites are bigger as well, so overall we're very pleased."

Hmm. That's good. What did you think about the coin-op *Operation Thunderbolt* — a lot of people seem to think it's a bit crap compared to *Wolf*.

"Yeah. The horizontal bits were good, but the 3D sections weren't so playable. They looked rushed. The nice thing about the Speccy version is we've been given a good long time to work on it, so everything's more or less as good as it can get. Also we've been able to build a lightgun option in, so you should be able to use it with the Sinclair Light Phaser.

"The other thing was that the continue option on the *Thunderbolt* coin-op made it too easy to get to the end. Even if you were crap you could complete the game just by pumping more and more money in. *Op Wolf* was loads meaner. I think that made it more addictive — you had to be quite good to get anywhere, and we've tried to play down the continue aspect on the Speccy version. Basically I don't think anyone's topped *Wolf* in the arcades yet. *Cabal* was played for laughs too much, and *Mechanised Attack* was too science fictiony, not gritty enough. Also you had to shoot the men a few times to make them die which slowed down the gameplay."

All right. Before we go, did you have any major probs with it?

"The only really bad one was the backgrounds for the horizontal levels. To make them look detailed enough and scroll right it took up 10K — and we only had 16K to play with for each level! What with the explosions and so on that we had to have on each of them eating up two and a half K, that left only three and a half for sprites! The 3D bits were nowhere near as bad. There are no backgrounds to speak of so there are more sprites — bigger and with more variety. The men have eight frames of animation as they move towards you, but the vehicles (which are faster) take only four."

And there we have it! *Op Thunderbolt* definitely looks like an improvement on the Speccy *Op Wolf*, which should mean it'll be quite a corking little game. As for Christmas number one? Well, who can tell, but it wouldn't be much of a surprise, would it?

Game .. ***Operation Thunderbolt***
Publisher .... **Ocean**
Price .... **£9.99/£14.99**
Release Date .... **December**

COMPO WINNERS!!

Phew! We did it! Just as we're beginning to suss out some scrummy compos for the forthcoming yuletide ish, here – at last – are the final winners of our Xmas '88 brain blasterama!

CHRISTMAS MEGA COMPO WINNERS!!
(PART THREE)

Question 32. Titus

Robert Skilling, Ightham, Kent; Mark Philp, Dunfermline, Fife; Neil Martin, Witham, Essex; Bobby Hutchinson, London; Howard Stevenson, Leeds; Leon Storey, Long Eaton, Notts; A Osborne, Lyneham, Wilts; Darren Hussey, Rowner, Hants; John L Merriman, Newark, Notts; Michael Taylor, Ilkeston, Derbyshire; Andrew Kwaan, Windlesham, Surrey; Anthony Birmingham, Wigan, Lancs; Gavin Cassie, Kemnay, Aberdeenshire; J H Hockley, Addlestone, Surrey; Anthony Cassidy, Odiham, Hants; David Butler, Wareham, Dorset; Kevin Barber, Hilborough, Norfolk; Alisdair Mitchell, Weymouth, Dorset; Allen Bracegirdle, Sandbach, Cheshire; Peter Smith, Hull; Gurdip Virdi, Stoke, Coventry; Jamie Morton, Runcorn, Cheshire; Jonathan Blackham, Bradley, W Midlands; Gary Sharpe, Maryport, Cumbria; David Harris, Wittering, Cambs; Michael Brady, Birmingham; C J Hughes, Wrexham, Clwyd; Robert Cobain, Saltney, Chester; Rachel Smith, Solihull, W Midlands; P Gibbon, Urmston; R J Coxhead, Preston, Lancs; Duncan Jackson, Manchester; Neil Roberts, Seaview, Isle of Wight; Mark Hickling, Aspley, Nottingham; Stephen Savage, Kettering, Northants; Lisa and Stuart Neeve, Kings Lynn, Norfolk; Stuart Anslow, Stanmore, Middx; Stuart Dickerson, Fenwick, Ayrshire; Chi Hung Lau, Glasgow; S R Dale, St Leonards on Sea, E Sussex; Daniel Wilde, Uttoxeter, Staffs; John Beagrie, Kincorth, Aberdeen; Adam Ross, Newark, Notts; S Bottoms, Rainham, Essex; Philip Cleare, Barnet, Herts; Andrew Baker, Cwmbran, Gwent; Richard Simpson, Fife, Scotland; Geoffrey Wilkinson, Puckeridge, Herts; Jason Hill, Jacksdale, Notts; Phil Hall, Weston Super Mare, Avon.

Question 33. US Gold

Martin Wright, Cambridge; Matthew Barks, Caterham, Surrey; Philip Gigon, Wolverhampton, W Midlands; Dion Guy, Bishops Waltham, Hants; David Ford, Newcastle, Staffs; Brian Hall, Scunthorpe, S Humberside; Daniel Fuchs, Pinner, Middx; S A Barras, Swindon, Wilts; S Hampshire, Weymouth, Dorset; Jonathan Howard, Aston, Sheffield; Lee Bellerby, Leeds; Thomas Sanderson, Halstead, Essex; Daniel Crick, Newmarket, Suffolk; A Nash, Westbury, Wilts; Phillip Coker, Tiverton, Devon; Lee Baggott, Goole; Andrew Smart, Shrewsbury, Shropshire; C P Brunning, Norwich, Norfolk; Tristan Bayliffe, Burnley, Lancs; Steven Hands, Birmingham; David Wilson, Wingwall, Ross Shire; James Pitts, Sittingbourne, Kent; Mark Hinchey, Little Lever, Lancs; Sam Sly, St Ives, Cambs; William A Yates, Chorley, Lancs; Richard Smith, Edinburgh; Darren Aldrich, Wormley, Herts; A Guy, Kendal, Cumbria; C Gallop, Little Cornward, Suffolk; D Bartleman, Calne, Wilts; A Elsegood, Nottingham; Andrew Cranmer, Norwich, Norfolk; Mandy Pearson, Ipswich, Suffolk; Craig Hand, Norton, Staffs; Garry Byrne, Manchester; Warren Kennard, Pinner, Middx; Tom Guy, Leigh on Sea, Essex; Rhys Cobner, Blaenavon, Gwent; Sacha Burr, Crayford, Kent; Scott Selby, Nuthall Road, Nottingham; David A Harden, Newcastle upon Tyne; Damian Muirhead, Bolton, Lancs; Andrew Dalli, London; Kevin Hardwick, Leeds; Neil Barton, Farnham, Surrey; David Guthrie, Glenisla, Perthshire; Ayden Hipkiss, Nottingham; Simon Harrington, Nuneaton, Warks; A Whisker, Bishops Stortford, Herts; Steven Hutton, Weymouth, Dorset; E J Pettit, Weymouth, Dorset; Andrew Thomas, Dudley, W Midlands; Sam Hurt, London; Alex King, York; G Thompson, Carlisle, Cumbria; Khanh Thai, Nottingham; Barry Bruce, Kirkintilloch, Scotland; Steven Adams, Dundonald, Ayreshire; Brian J Young, Wallsend, Tyne and Wear; John Snedden, Prestonpans, E Lothian; Ian Ivison, Carlisle, Cumbria; Andrew Jackson, Sandford on Thames, Oxon; Mark Longley, Southwick, W Sussex; Andrew Russon, Ryde, Isle of Wight; Ian Marsh, Saltash, Cornwall; Scott Smith, Birmingham; Graham Holt, Sompting, W Sussex; Robert Gabriel, Uffculme, Devon; R W Finley, Heaton Norris, Cheshire; Anthony Huby, Leeds; Adam Blood, Saltfleet, Louth; Michael Ripley, Hailsham, Sussex; Steve Foley, Eaglescliffe, Cleveland; Matthew Sanderson, Yarm, Cleveland; Christopher Stoker, Middlesborough, Cleveland; E McLoughlin, Newport, Isle of Wight; N Owen, Haslemere, Bucks; Brett Burridge, Chichester, W Sussex; Brian Hughes, Broxburn, W Lothian; Ricky Allen, Bury St Edmunds, Suffolk; Mark Osborne, Glasgow; Jean Marc, London; Robert Clubley, Wakefield, W Yorks; Martin Lukey, Barnsley, S Yorks; Matthew Starkie, Offerton, Cheshire; R A Platt, Ramsgate, Kent; Peter Owens, Bangor, Co Down; J Levett, London; Paul Cotton, Brownhills, W Midlands; Mark Griffiths, Aylesbury, Bucks; Roger McGilvray, Airdrie, Lanarkshire; Paul Render, Dewsbury, W Yorks; J Collier, Leigh, Lancs; Anthony Smalley, Pemberton, Lancs; Richard Ellis, St Leonards on Sea, E Sussex; Alan Higginson, Arksey, S Yorks; David Sutherland, Irvine, Ayrshire; Andrew O'Brien, Barrow in Furness, Cumbria; Roy Wilkinson, Rishton, Lancs; Andrew Sneider, Glasgow.

MORE...UM... REGULAR COMPO WINNERS!!

Coo! That's a weight off our minds! But, of course, not only did we have our fruity, festive mega compo in the Christmas ish, we also had a handful of more... um... regular compos to sizzle your brain cells with. So here are the winners!

WORRA JOYSTICK! NARMEAN! COMPO

A fabby Sony Discperson and a Crystal joystick go to our first prize winner...
Sam Greenway from Leighton Buzzard.

In second place and winner of a skill Sony Ghetto Blaster and joystick is...
Dominic Sykes from Sheffield.

Thirdly, the winner of the Sony Walkperson and joystick is...
Barry Roberts from Warrington.

And the six new owners of runner uppers joysticks? Only...
Robert Tidy from Brighton, Brian Gooch who lives in a chocolate box (It sez here!!) in Norfolk, Dominic J Storey from St Helens, Richard Lane from Chudleigh (in the land of Gus Honeybun), Stephen Clement from Birmingham and John Ayres from London.

Streuth! Was it really possible that so many compos could be crammed into one mag?! Yep! 'Cos here's one more!

ALL ABOARD COMPO

The winner of Games Design Workshop's* Bloodbowl, Dark Future *and other associated goodies was...
Hitul Thombham from Leicester,

closely followed by the second prize winner,
Ian Gardiner from Jirkconnel in Dumfrieshire (Donald where's yer troosers!),

followed a little bit less closely by third placed
Paul Birkett from Barton-on-Humber, South Humberside.

The 36 runners up were...
Andrew Parker from Sunderland, P Redding from Basildon, John Leach from Sidmouth, Chris Bebbington from Warrington, Peter Dean from Letchworth, Adam Underhill from Whitecross, John Bristow from Erith, R J Pidduck from Biggin Hill, James Hall from Stourport on Severn, B Shimmings from St Leonards on Sea, Susan Damen from Birkenhead, D Bain from Glasgow, Iestyn Lloyd from Wantage, C J Chambers from Grantham, Peter Morris from London, Bryan Else from Derby, Ian Newbold from Bridgewater, Andrew McLean from Leighton Buzzard, Anthony Boyce from Blandford Camp, Janice Newland from Harlow, J Matthews from Bristol, Stephen Shindler from Erskine, L R Hawkes from Walsall, John Benford from Kettering, Kerry Gray from Headley, David Harbinson who's in the BAOR *(This for you, Tommy! Ed)*, S J Cichosz from Waltham Cross, Colin Bennet from Borehamwood, Brendan Kerr from the Wirral, Paul Kean from Edinburgh, Andrew Jones from Christchurch, D Bunyan from Lincoln, Timothy Hills from Great Yarmouth, Ruben Dominguez Moral from Madrid, Andrew Chan from High Wycombe and A Baker from Waltham Abbey.

A FEW UN-CHRIMBO COMPO WINNERS!!

Lummey! We're really rolling here. Things quietened down a bit in the New Year but not for these nimble brained wizards who only went and cracked the following compos...

FANCY A DUCK COMPO

Well, as a matter of fact, Dooby Duck is pretty sexy! But back to business! The winner of the rad midi system was...
Simon Booth from Huddersfield!

Rubber ducks and copies of* Dynamic Duo *go to...
Daniel Redgrave from Ilford, Stephen Dimelow from Frodsham, Daniel Ayres from Stevenage, Robin Atkins from March, Tom Congdon from London, Stuart McCabe from Birmingham, Rdka Terenc from Budapest, Simon Tapp from Worthing, Iain Mackenzie from Woodbridge, Craig Drury from Chatham, J Morris from Tiverton, Steven Hogarth from Whitley Bay, P J Shelcott from Downham Market, Warren Leigh from Warrington, Jonathan Wright from Bridlington, Daniel Tustain from Rushock, George Campbell from the Isle of Mull, Andrew Hogg from Hockley, Andrew Brant from Basildon and Stuart Smith from Glasgow.

LAY DOWN SOME TRACKS, 'MAN'

Hey man, crazy vibes, and other Code Masters-type up-to-the-minute rock biz slang. The winner of the splendid Amstrad Fidelity Studio was none other than...
Nathan Hunt from Clophill in Bedfordshire.

The five runner uppers (and winners of record tokens and Mike Reid's* Pop Quiz *Computer Games) were...
Paul Thomas from Redcar, Darren Poole from Sandbach, Andrew Povall from Ellesmere, M T Todd also from Redcar and Stephen Shaw from Batley in West Yorks.

BURNIN' RUBBER, POOH! COMPO

Our final February fiesta of competitiveness was to win a super skill Scalextric set! And the winner was...
Matthew Portlock from Tonbridge in Kent!

Second prize winners are now owners of spanking new Ferrari Testes... well alright they're only 1/18th scale but they're still brill! And here they come... NNNEEEEERROAAAWW!!
David Robison from Holmfirth, Ian Chatworthy from Dawlish (from Gus Honeybun land), Chris Green from Hull, D Harris from Sheerness and Robert Parker from Liverpool.

And the runners up who receive copies of* OutRun Europa *are...
Stephen Calderwood from Dunblane, P Newing from Rushden, Peter Field from Wombourne, Paul Wilson from Blackburn, Chris Elliott from Castleford, Luke Chadlin from Halesworth, Matthew Dale from Solihull, Laurence Wright from Braintree, P Farrimond who lives on Lovers Lane *(Oo-er! Ed)* in Atherton, Stephen Robinson from Northwich, Jon Leach from Sidmouth (land of Gus Honeybun), Matthew Phillips from Birmingham, Timothy Edwards from Abergavenny, John Postans from Whitney *(In Houston? Ed)*. No, in Oxon! And David Muir from Clacks, which is in Scotland!

YS Adventu

Bet you didn't know that my great grandma was Irish, did you? But now you do it probably explains a lot, including the reason why I love Irish place names. I met someone on holiday who comes from Nutt's Corner near Belfast, and my first letter this month is from **Bill Campbell** of Sallynoggin, County Dublin. Bill's problem, apart from people not believing his address, is to do with *Castle Blackstar*. He says he was 24 when he started playing it, and he's now 26 and still hasn't finished!

Where's the Orb? he wants to know. LENNUT YDNIW EHT NWOD. How do you stop the wind blowing in the windy tunnel? HCTID NI HCTAH ESOLC. But don't forget to open it again before the end of the game.

And the Irish do have a way with words, don't they? **Alan Thorpe** from a place called Swords, also in County Dublin, says that he reads my adventure column every week. What, four times in one month? Even I don't read it that often, and I have to check it for mistakes. Oh well, he'd probably been at the Guinness when he wrote in. He says he's got as far as Zelda's lair and the Black Tower in *Kentilla*, so what should he do next? Pack it in, I'd say, as the game's got bugs in it and you won't be able to finish it anyway. But, in any case, advice isn't as simple as that on this game. The best thing to do is send an sae (or in your case an International Reply Coupon) and I'll send you a help sheet.

Questions and answers from **Paul Appleton** of Coventry. The answer is for the reader who wanted to know how to get on to the spaceship in *Popeye*. This bit is forwards, as it's too long to write it all backwards. Climb to the top of the lighthouse, taking care to avoid the fly, walk right, then forwards, then right, and you should now be on a platform. All you have to do then (I love that phrase!) is walk forwards when the spaceship goes past, taking care to time it correctly, and you should be on board. Paul says that if you walk too far forwards you'll fall down and have to do it all over again, so be warned.

In return Paul wants to know a few things about *The Balrog And The Cat*. Paul read in my review of this game that you find the entry form for the races behind the toilet. But where is it? It's there, Paul, it really is, just examine everything in sight, check all the words in all the messages and all the location text. And how to fill it in? Well, I'm not telling you that as you haven't even got it yet, come on! What to do inside the rabbit warren? DAERB HTIW TIBBAR DEEF. What to do with the twigs and coin? Use the coin ENIHCAM OEDIV EHT NO, and as for the twigs, MEHT ERONGI. There are several red herrings in this game, although there's a lot of fun to be had with them just the same — EERT YRATILOS, RETSOP, ENOTS, SGIWT, EXA, PAM.

Not only does **David Aitken** forget to give me his address, he can't count either! He says he's got two questions on *Play It Again Sam*, and then only asks me



one. How did the Maths exams go this year, David? What he wants to know is in Part Two of the game, once you've got Gloria's car running, what next? The answer is yet another example of this game's awful parser, as it only accepts the single command YAWA EVIRD. There are umpteen ways of phrasing that, but only one is acceptable to the program. Grrr!

Nic Banister (any relation to Minnie?) says that as I'm such a generous person, could I answer his questions on *The Pawn*? Flattery gets you everywhere. But an sae would get you the answers even quicker! How to find Kronos when you've got the dead adventurer's body? First you have to solve the problem of the dragon in the chamber. Where is the key to unlock the door at the top of the ice tower, and where is the voting paper? The ballot paper's EFAS EHT NI, and the key is multi-purpose and can be found LATSEDEP EHT RAEN EHCIN A NI. You have to do something to the pedestal first, mind. If the key ain't there then the adventurer's nicked it! Finally, the alchemist ECIR EHT STNAW. You say you've given him that but still can't get past, in which case I admit I don't know what's stopping you. Any offers? Send to Nic Banister, 3 Fengrove, Longton, Preston, Lancs PR4 5BA.

Still in the red rose county, and still on a Magnetic Scrolls game, **John Fearon** of Bury says that in *Jinxter* he's assembled the bracelet and gone upstairs to the hallway, but as soon as he enters one of the doors the game finishes and he's told he's not far enough up the luck scale. As he's got 175 points and is 'incredibly lucky' at that point, what has he done wrong? I'd have to go through the entire game with you to find that out, but if I tell you what the points are awarded for that might help. Five points for getting out of the bus, for getting into the orchard via either the bull or the wire, for getting the spectacles and for making the bracelet. John must have got all those, so it must be one of these tasks that he's missed, all of which earn you ten points — unlocking Xam's mailbox, getting the oil, getting the sack from the gardener, floating the canoe in the lagoon, getting past the mound of dirt, opening the safe, getting on to the girder, getting to the station, getting the ticket, getting on the train, getting to the castle, rescuing Xam, getting out of the cell, opening the dome and finally for getting into Jannedor's sanctum. You also get 15 points for getting rid of the postmistress. Why you don't get ten points for that, too, to make the total a round 200 I don't know.

John also says that he sent off for *Jekyll And Hyde* from the recent special offer coupons and thinks that it's "brill!"

A quick thanks to **Paul Busow** of Liverpool and **Martin McKenzie** of Glasgow for their advice to people having trouble loading *Blizzard Pass*. I've already printed this info in the September issue, but in case you missed it you must first go into 128 BASIC, then type OUT 32765,23. This might look like a crash but ignore it, and now type LOAD "" as normal.

My usually reliable readers have let me down recently. You rotten lot! Come on, you can do it. I mentioned in the June issue that reader **Alan Biggs** of Lesmurrene, Dark Lane, Swindon Village, Cheltenham, Glos GL51 9RW

ures news

had got a copy of *Ten Little Indians* which his daughter had bought for £1.50 in a sale. Unfortunately, when they got it home it turned out not to be a Spectrum version — in fact they can't get it to load on any machine — but the shop wouldn't give them a refund. Surely some kind-hearted reader somewhere has got a Spectrum version of this game that they've finished with and could pass on to Alan? I'm sure he'd even let you have it back when he'd finished solving it.

Stephen Tellam of Plymouth is stuck in *Frankenstein,* and wants to know how to open the chest in the garden — EFINK HTIW SEGNIH WERCSNU. And to escape the bear — ROOLF OTNO PMUJ NEHT EERT BMILC.

AB Reid of Glasgow isn't a very good adventurer, so they say, and wants to know what to do in the first part of *Zacaron Mystery* once you've got the crystal. The answer (forwards) is to move the altar, search, search the boat, get the oars, enter the boat (GO BOAT), row the boat and go south, south, west, north. To deal with the hydra in *Labours Of Hercules* once you've got the burning arrow you should fire it into the cave, then DROWS HTIW DAEH FFO POHC. You've then got one move to HCROT HTIW KCEN NRUB.

Jim Halligan of Liverpool is sinking in *Subsunk.* How to deal with the overflowing basin, is it something to do with the broom with the sucker on it? Indeed it is, and you're probably looking for the command NISAB EGNULP.

Commands are also at the root of the trouble that *Wolfman*'s causing **Yvonne Izzard** of Kent. She's got the key, pushed it into the keyhole of the showcase, but it won't open. What's going on? You have to do three things in the right order — YEK EVOMER, YEK HSUP, YEK TRESNI.

Rita Guinness of Staffs writes a multi-coloured missive containing the solution to *Mystery Of The Indus Valley,* and a warning that she solved it in 65 turns in less than an hour on the same day she bought it! In the unlikely event that anyone's stuck, Rita says that there are only six items you need, the rest are red herrings. The six are MUR, KNALP, EPOR, EFINK, EXAKCIP, HCROT.

More help needed from you lot out there. **John Tabraham** bought a copy of *The Best Of Beyond,* but this didn't include the maps for *Doomdark's Revenge* and *Sorderon's Shadow.* If anyone has spare copies John would very much welcome them and be forever in your debt. His address is 35 Knowsley Park Lane, Prescot, Merseyside L34 3NA. I'm only helping him 'cos my dad was born in Prescot — see, you're getting the entire family tree this month. More fascinating personal titbits next time round . . .

ILLUSTRATION BY ANTHONY COLBERT

Venture forth with Mike Gerrard



● ***The Crystal Of Chantie* from Pelagon Software was favourably received by myself and others, and author Gary Power has asked me to let you know that the price has now been reduced to £1.49. The bargain's available from 6 Renoir Mews, North Bersted, Bognor Regis, West Sussex PO22 9AU, and it's well worth it. Gary also said he wanted *YS* (natch!) to be the first magazine to get a glimpse of his next adventure, *Strange World,* which is a graphical adventure for 128K machines only. I know 48K owners might moan, but it's good to see that those bold enough to buy a 128K are at last getting adventures that make good use of that extra memory. They've been a long time coming, but there have been several in the old mailbag lately.**

Gary's game is a horror story in the noble tradition of Hammer films, and has been written using *PAW.* The demo he sent me only shows the graphics, but they are impressive and the loading screen is wonderfully eerie, one of the creepiest I've ever seen. I hope the game itself lives up to it, and look forward to getting the finished version soon.

● One of the best Spectrum fanzines around has always been *BASIC,* which stopped production for a while this summer due to half the editorial team being involved in exams. We all know the feeling. But now... blow the trumpets, beat the drums... *BASIC* is back. Or it should be by the time you read this, the relaunch issue being scheduled for October sometime. By then they should have finished their quest for a new adventure writer, but if they haven't you can always apply for the job. I know several of you are dying to burst into print (KER-POP!), and one reason for buying adventure and general Speccy fanzines is that they rely on YOU for contributions. So send your £1 (made payable to *The ZX Spectrum Club*) to *BASIC,* 18 Poplar Close, Biggleswade, Beds SG18 0EW.

● **Moribund. That's my word-of-the-month. Good, innit? Say it slowly and roll it round your gob. M-o-r-i-b-u-n-d. Anyway, moribund is the state that Sonia Griffiths-Glover's adventure helpline had got itself into for various reasons, and she wants you to help rescue it by writing in and demanding solutions, as well as offering them. The Hints Archive For Lost Adventurers works on a swops basis, which is that for every question you ask you have to provide an answer to some adventure problem you've solved. If you want a solution to one game, you have to send in the solution to another. It doesn't matter if HALA's already got the one you send, it's the thought that counts, and the spare solutions then get sent out to other people who write in.**

It's a good, sensible arrangement, so help HALA get going again by writing to Sonz at 38 Bellfield Drive, Willerby, East Yorks HU10 6HQ. Get on good terms with Sonz and she might even send you a copy of the adventure she's written! Fair brought a blush to my cheeks, it did.

● More news of forthcoming titles from the excellent Compass Software, who brought you the *Demon From The Darkside* trilogy, *Intruder Alert, Microman* and others. Author Jon Lemmon is putting the finishing touches to ▶

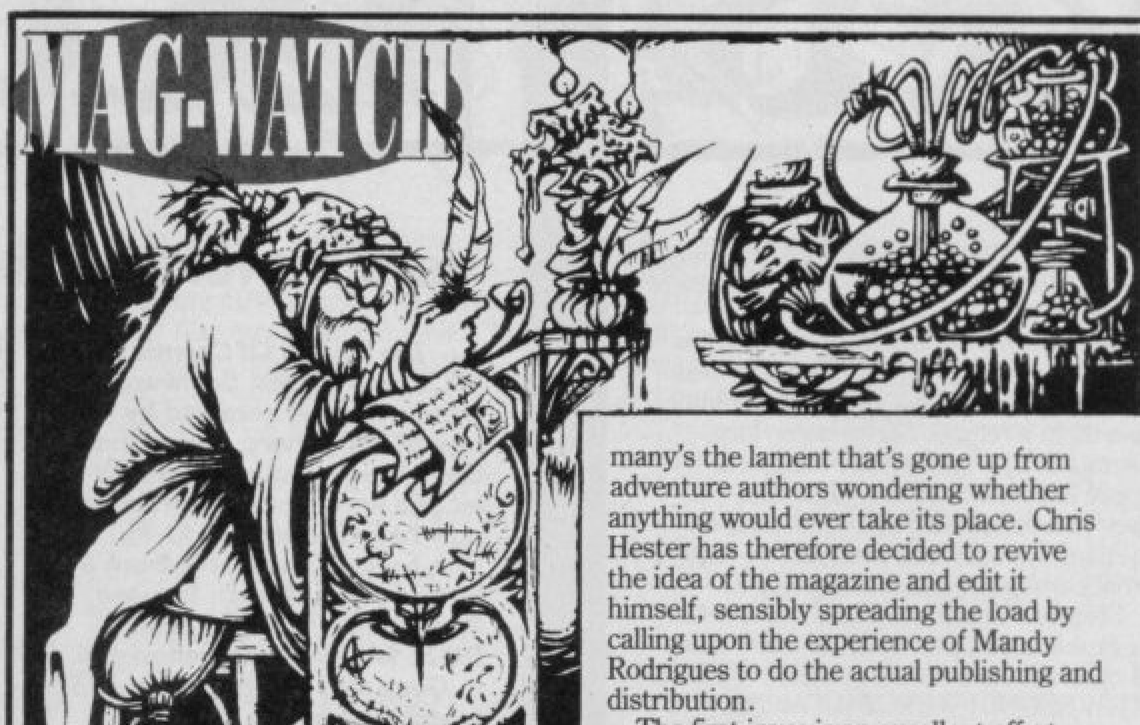
The Hobble Hunter, which he promises isn't just another *Hobbit* rip-off, but is "something new, something great!" From almost anyone else I'd say, "Oh yeah?" But the standard of Jon's games is so high that it's sure to be different. It's another *PAW* game, but will have lots of sound effects and Machine Code effects, which were among the things that impressed me about *Intruder Alert*.

Microman fans will be delighted to hear that Jon is at last penning, or *PAW*ing, the follow-up to the follow-up. *Microman* III will be called *The Micro Mutant* and should be out soon. Details from Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB.

● **Anyone in the Staffs area should make a note in their diary for 26th November, as that's the day that The 8-Bit Micro Show is being held in the Tamworth Arts Centre from 10.00am to 5.00pm. It's being organised by enterprising *YS* adventure fan Adrian Betts, who says that if anyone wants to set up stall it'll cost them £25, or £30 with a power supply. He wants lots of fellow adventure fans to attend, though the show is a general micro show and is being advertised on local radio, in fanzines and, Adrian says, "in rival computer mags". But *YS* has no rivals!**

If you want further details, or are interested in taking a stall and getting your games before the Staffordshire public, contact Adrian Betts, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

● The 128K tape magazine *Enigma* is going from strength to strength, which isn't surprising as it's very well done and it also reflects a growing interest in the 128K machines of late. They've also just interviewed me, so that's bound to boost circulation! Issue Four will be a PC Show special, due out any day now, followed by Issue Five as a Christmas special, and Issue Six will be a... well, a February 1990 special. After six issues editor Jon Rose and publisher Hamish Rust plan to take stock of the situation and hopefully will be able to keep *Enigma* going. Send your sae for details to Hamish Rust, 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR. To get the latest copy send a cheque or postal order for £1.99 made out to *Enigma*, or if you want to send your own blank C90 tape then it costs £1.50.



With the arrival of a new adventure magazine on the scene, I decided it was time to do a round-up of what's available, giving you all the info on addresses, prices, contents and other such essential stuff. Prices are correct at the time of writing, but it might be wise to send an sae and get up-to-date details in case they've changed in the meantime. Overseas readers should check anyway as subscription rates are naturally higher for them. These are the mags you *won't* find in the shops, so no point in even looking.

ADVENTURE CODER

The new magazine that's just arrived is *Adventure Coder*, edited by Chris Hester and published by Mandy Rodrigues, who also publishes *Adventure Probe*. A few years ago there was an excellent fanzine called *Adventure Contact*, which was started by Pat Winstanley and was for adventure writers rather than adventure players. Sadly the mag died when a new editor took over from Pat (who no longer had the time to devote to it) and would have bit the dust much sooner than it did if it hadn't been for the prolific pen of Chris Hester. Chris seemed to write the last few issues almost exclusively, despite the fact that the magazine was nothing to do with him!

Adventure Contact has been dead and buried for a couple of years now, and many's the lament that's gone up from adventure authors wondering whether anything would ever take its place. Chris Hester has therefore decided to revive the idea of the magazine and edit it himself, sensibly spreading the load by calling upon the experience of Mandy Rodrigues to do the actual publishing and distribution.

The first issue is an excellent effort, although I do hope the editor doesn't indulge himself too often and continue publishing his own short stories. If the magazine's meant to be about adventure writing then keep it that way! We don't publish knitting patterns in *YS* just because it's the editor's hobby, do we?

Still, there's lots of good stuff too in the mag's 32 pages, which is sure to expand if the readers respond. It covers all machines, but naturally the Speccy takes up most of the space anyway! There are four pages devoted to two particular *PAW* routines, all to do with printing exits on-screen and the control of other characters. This *Paw Prints* column will be a regular feature, as will a series on writing your own adventures in Machine Code on the Z80, by adventure author Paul Brunyee. There's advice on doing graphics in *GAC*, which I know many of you will welcome, a list of useful addresses and a full list of utilities and add-ons, including some on the Spectrum which were news to me.

All in all this first issue is a very promising start indeed for *Adventure Coder*. If the quality keeps up, it'll be well worth subscribing to.

PRICE: £1 per issue in the UK (Cheques payable to 'C. Hester').
EDITOR (AND ADDRESS FOR ALL ENQUIRIES): Chris Hester, 3 West Lane, Baildon, Nr Shipley, West Yorkshire BD17 5HD.
PUBLISHER: Mandy Rodrigues.

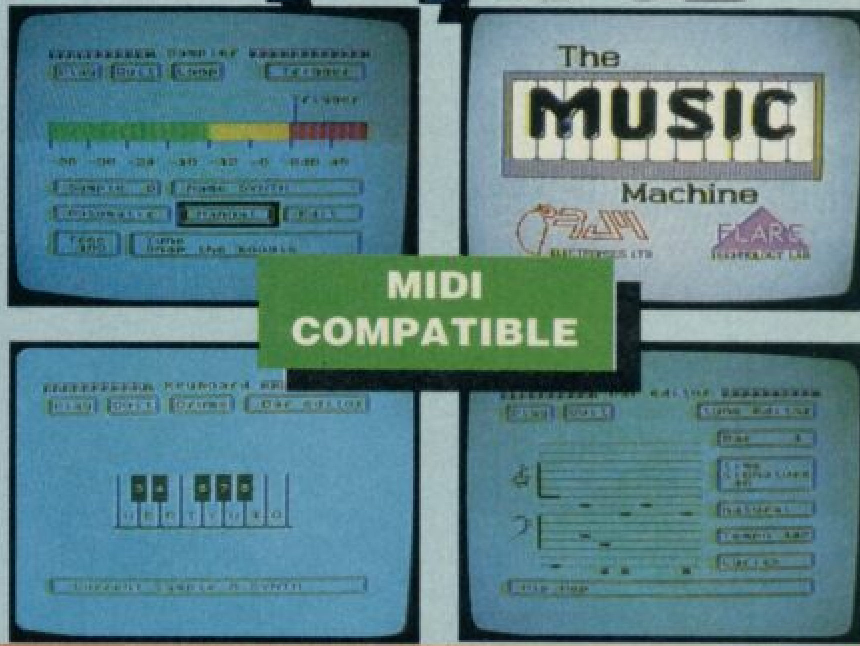
SPELLBREAKER

Spellbreaker owes its existence to editor Mike Brailsford, who missed reading the old *Soothsayer* magazine so much that he decided to revive it himself! Good for him, and, after a bit of a shaky start with some printing problems in the first issue, *Spellbreaker* is now establishing itself as yet another essential adventure read every month. The quality of the publishing is increasing too, with pages now designed on the ▶

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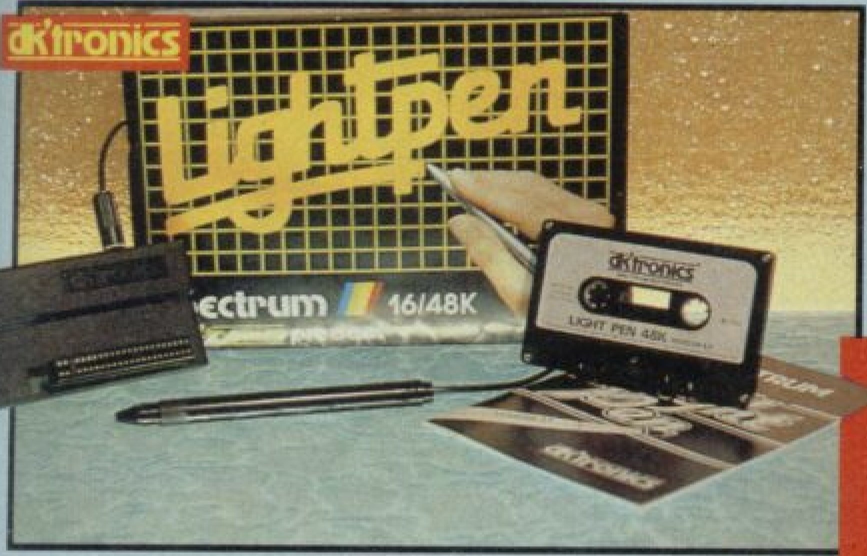
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- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
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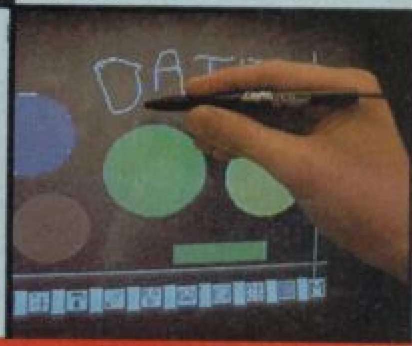
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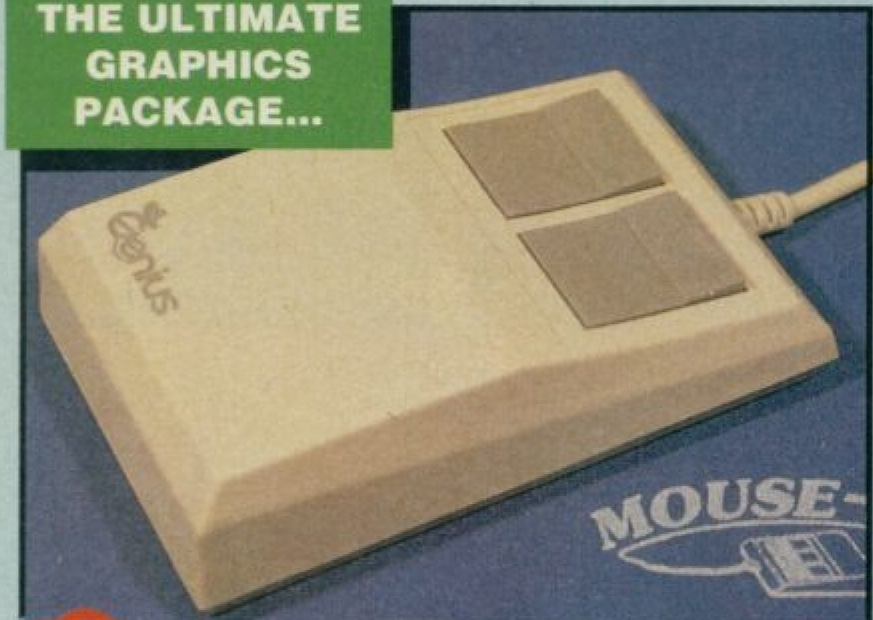
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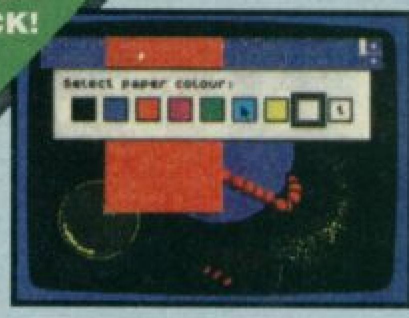






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WHAT THE MAGAZINES HAD TO SAY...

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◀ Atari ST. Very nice-looking indeed. It's now up to about 40 pages per issue — or 3p a page, which isn't bad! It tends to concentrate more on providing tips and solutions in as many ways as possible — getting started on a game, a list of all the objects in one adventure with their uses, the infamous backwards writing, or step-by-step solutions. But there are other things too, like the occasional review, lots of ads, a helpline and solution sheet service, and a letters section — a good place to swop your adventures.

PRICE: £1.25 per issue in the UK (cheques payable to *Spellbreaker*).
EDITOR AND PUBLISHER: Mike Brailsford, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX.

ADVENTURE PROBE

You could call this the grand-daddy of all adventure fanzines, but as it's always been edited by women maybe that's the wrong word. It will soon be celebrating its fourth birthday, so that's a tribute to its quality. *Probe* was founded by Sandra Sharkey in June 1986, and when Sandra became rather too busy to continue with the magazine the editorship passed over to Mandy Rodrigues, who has been putting it about... I mean putting it together ever since.

Probe does include solutions and tips, but is more of an all-round adventure read. Like the other mags it covers all machines, but Spectrum owners will find very few pages that don't interest them. When my copy of *Probe* arrives each month I usually turn to the letters section first, as this section is often several pages long and acts as an entertaining and friendly forum for what's what in the adventure world. If you've something to say, you can say it here.

I also enjoy the *Bugs And Amusing Responses* section, which often raises a titter, and each issue usually contains a list of telephone helpline numbers. If you're stuck in a Spectrum game then there are numbers to ring seven days a week, from 10am to 10pm. If someone from *Probe* can't help you, then the adventure hasn't been written yet!

PRICE: £1.25 per issue (cheques payable to *Adventure Probe*).
EDITOR AND PUBLISHER: Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynedd LL30 1JE.

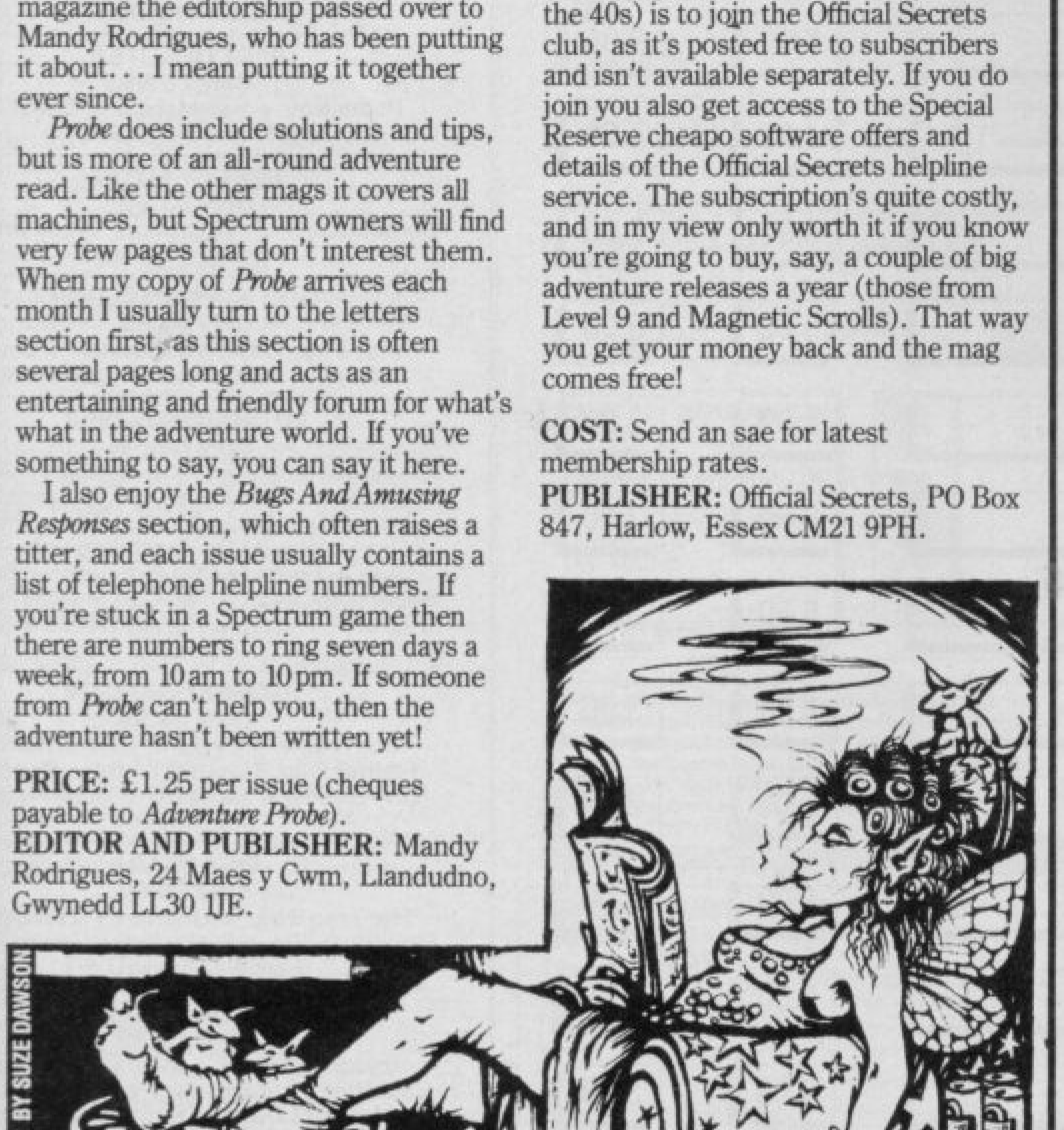
CONFIDENTIAL

Now this one's the real glossy product, a bi-monthly mag that *might* take over from the late lamented *Micro Adventure* magazine. I say 'might' because I don't think it's quite lived up to the promise of its first issue yet. That one covered just about everything on the adventure scene, and later issues have expanded on the coverage so that now it deals with what you might call 'thinking' games, with articles on chess, flight simulators, strategy, PBM and RPG games as well as straight adventures. There are still plenty of those around, though naturally I prefer a magazine that's absolutely devoted to adventure games and nothing else (but don't tell the editor, he gets upset).

If the quantity doesn't match that of the fanzines, then the quality makes up for it, and I don't just mean that I write for it occasionally! So do Keith Campbell and Tony Bridge, as well as regular *Punch* contributor Michael Bywater, who for my money is one of the funniest writers around.

The only way to get *Confidential* (which, coincidentally, fact fans, shares its title with the world's first gutter press sleaze paper, published in Hollywood in the 40s) is to join the Official Secrets club, as it's posted free to subscribers and isn't available separately. If you do join you also get access to the Special Reserve cheapo software offers and details of the Official Secrets helpline service. The subscription's quite costly, and in my view only worth it if you know you're going to buy, say, a couple of big adventure releases a year (those from Level 9 and Magnetic Scrolls). That way you get your money back and the mag comes free!

COST: Send an sae for latest membership rates.
PUBLISHER: Official Secrets, PO Box 847, Harlow, Essex CM21 9PH.



ILLUSTRATIONS BY SUZE DAWSON

KIND SOULS

Remember Adventure-Busters a few months back? One of the busters was **Louise Read** of 14 Long Meadow, Bedgrove, Aylesbury, Bucks HP21 7EH. Louise tells me she got loads of letters, which she loved replying to, but now these have dwindled to just one or two a month and she's getting bored with no interesting letters to read and write back to. Her list of solved games is coming up, so send an sae if you want to ask questions on any of these, but if you insist on having a full solution then include 30p for each one to cover the cost of typing them out and photocopying them. I know how long that takes so 30p seems reasonable to me.

The games Louise says she knows well enough to help out on (including a few non-Spectrum titles, but what the heck) are *Adventure Quest, Africa Gardens, Aftershock, Apache Gold, Beatle Quest, Big Sleaze, Black Fountain, Boggit, Book Of The Dead, Border Zone, Buckaroo Bonzai, Bugsy, Bulbo And The Lizard-King, Bureaucracy, The Castle, Castle Blackstar, Castle Colditz, Castle Of The Skull Lord, Castle Thade Revisited, The Challenge, Circus, Claws Of Despair, Claymorgue Castle, Colossal Adventure, Colour Of Magic, Corruption, The Count, Crown Of Ramhotep, Crystal Frog, Crystal Of Chantie, Cuddles, The Curse, Custerd's Quest, Dallas Quest, Demon From The Darkside, Denis Through The Drinking Glass, Dodgy Geezers, Double Agent, Dracula, Dragonscrypt, Dungeon Adventure, Enchanter, Energem Enigma, Erik The Viking, Escape From Devil's Island, Espionage Island, Excalibur, Eye Of Bain, Fantasia Diamond, Fistful Of Blood Capsules, Football Frenzy, Frankenstein, Gnome Ranger, Golden Baton, Green Door, Guild Of Thieves, Hammer Of Grimmold, Heavy On The Magick, Heroes Of Karn, Hexagonal Museum, Hollywood Hijinx,, H.R.H., Human Torch And The Thing, Hunchback, Ice Station Zero, Imagination, Inca Curse, Infidel, Inspector Flukeit, Jack The Ripper, Jewels Of Babylon, Journey To The Centre Of Eddie Smith's Head, Karyssia, Kayleth, Kentilla, Knight Orc, Labours Of Hercules, Lifeboat, Life Term, Loads Of Midnight, Lord Of The Rings* (help only, no full solution), *Lords Of Midnight, Lost Crystal, Mansion Quest, Masters Of The Universe, Matt Lucas, Mindstone, Moron, The Mural, Murder Hunt, Murder Off Miami, The Never Ending Story, Odyssey Of Hope, The 'O' Zone, The Pawn, Perseus And Andromeda, Pirate Adventure, Play It Again Sam, Prehistoric Adventure, Rebel Planet, Return Of The Joystick, Rigel's Revenge, Robin Of Sherlock, Rogue Comet, Seas Of Blood, Secret Of St Brides, Se-Kaa Of Assiah, Serf's Tale, Shadows Of Mordor, Sherlock, Sidney Affair, Sinbad And The Golden Ship, Snowball, Souls Of Darkon, Spellbreaker, Spy Trek, Star Wreck, Strange Odyssey, Subsunk, Tangled Tale, Twice Shy, Urban Upstart, Valkyrie 17, Vera Cruz Affair, Very Big Cave Adventure, Waxworks, Winter Wonderland, Witness, Wizard's Orb* and *Zzzz*

After that little lot, is there room for another Kind Soul? Of course there is! Especially when it's a regular helper like **Jackie Holt** from 13 Montague Street, Bulwell, Nottingham NG6 8EU. Jackie's latest successes on which she can help out in return for the obligatory sae include *S.T.I., SMASHED, Forgotten Past, Spy Trilogy, Lost Orb, Serpent From Hell, Harvesting Moon, The Hollow* (text), *The Hollow* (graphics), *Holy Joystick, Woods Of Winter, Ghost Town* (Virgin Games), *Denis Through The Drinking Glass, Double Agent, Cursed Be The City, Orbit Of Doom, Rings Of Merlin, Goldseeker, The Inner Lakes, Operation Berlin, Soap Land, Buffer Adventure, Alter Earth, Madcap Manor* (text), and *The Sandman Cometh.*

Last but by no means least is **Stephen Tellam**, whose address is 4 Ash Grove, North Prospect, Plymouth PL2 2JZ. Stephen can help you out on *Excalibur, Danger Mouse, SMASHED, Golden Eggcup, Red Door, Colour Of Magic, Eddie Smith, Star Wreck, Vera Cruz Affair, Football Frenzy, Cricket Crazy I, Holy Grail, Matt Lucas, Mystery Of The Indus Valley, Spellbound, Finders Keepers, Knight Tyme, Custerd's Quest, Treasure Island, Dizzy, Blizzard Pass, Rifts Of Time, Snowball, Spell Of Christmas Ice, Dracula I/II, Escaped, Rigel's Revenge, Boggit* and *Double Agent.* Stephen says a big THANK YOU to Mark Walker for his help on some of those.

And don't forget the sae when writing to a Kind Soul, folks. If you don't then you probably won't get a reply, so you're just wasting a stamp, not saving one.

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STRIDER



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Matt I dunno, it seems like I only reviewed the coin-op of *Strider* a couple of days ago. Where's that back issue binder? *Strider, Strider, Strider*... yup, here we are – *Strider.* It got a Corky Coin-Op only (rustle rustle) four issues ago, and we've got the Speccy version already! Ber-limey!



In *Strider* the game, like *Strider* the coin-op, your task is to infiltrate the Russian Red Army and return enemy secrets to your superiors (so much for the thawing of East/West relations eh?). You've got to battle your way past five levels of Russian nasties before you face the Grand Master of the Red Army. And then it's a battle to the death, on which the future of the western world depends. Yikes!



Strider – The Man Himself

The star of *Strider* is... um... Strider. He might not look like much when he's standing still, but watch him move! A bit like the big eyed, pointy chinned heroes of Japanese TV shows and comic strips, he's never content to walk when a triple back flip with reverse spin will do. He can run, jump and crouch as well as anybody, and he can also do vast somersaulting leaps, claw his way up walls, hang from overhead gantries and perform sliding tackles. He comes armed with a laser sword too, which is upgradable on later levels for more slashing power. And as all of these moves are easily accessible from the joystick, there's no faffing around with the keyboard or anything. Hoorah!



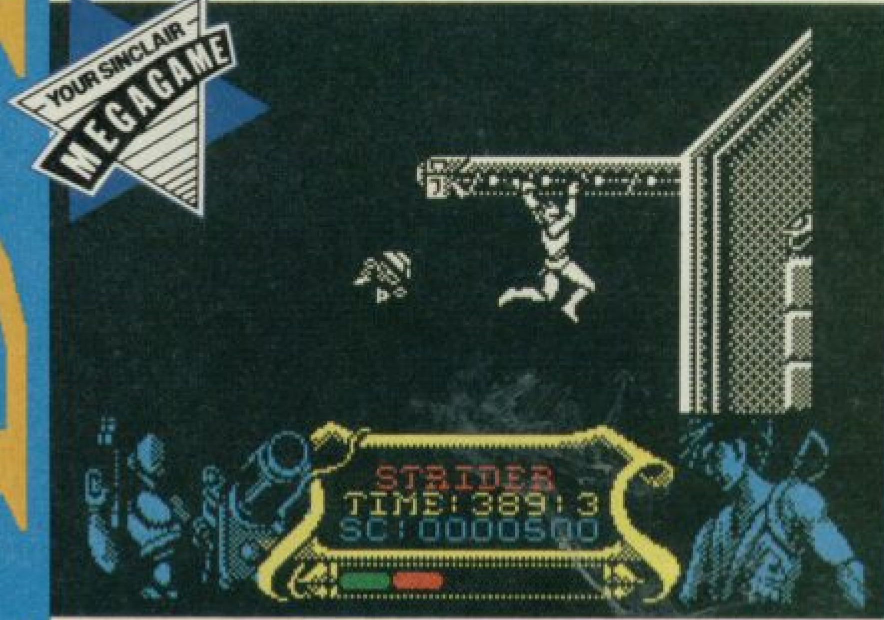
LEVEL ONE

We first meet Strider, hang-gliding into Moscow. It's a pity we don't get all the onion shaped towers in the background that we had in the coin-op, but at least it means that for most of the time we have a nice clean black background against which the white sprites are very clear indeed.

Strider's task is to make his way into what looks like the Kremlin Politbureau, though first he has to climb, jump and fight his way across the rooftops, dodging gun emplacements, guards and laser beams. Flying robots drop crates that release little droid doobries when slashed. These droids are pretty useful too, 'cos they circle Strider constantly, and each time you fire they release little circulating smart bombs which wipe out everything they hit.

There are two big set pieces on this level. The first comes about two thirds of the way through when Strider must fight a giant muscleman, then dodge out of the way (up the wall Spiderman-style or under a platform) before a ceiling of flame burns down.

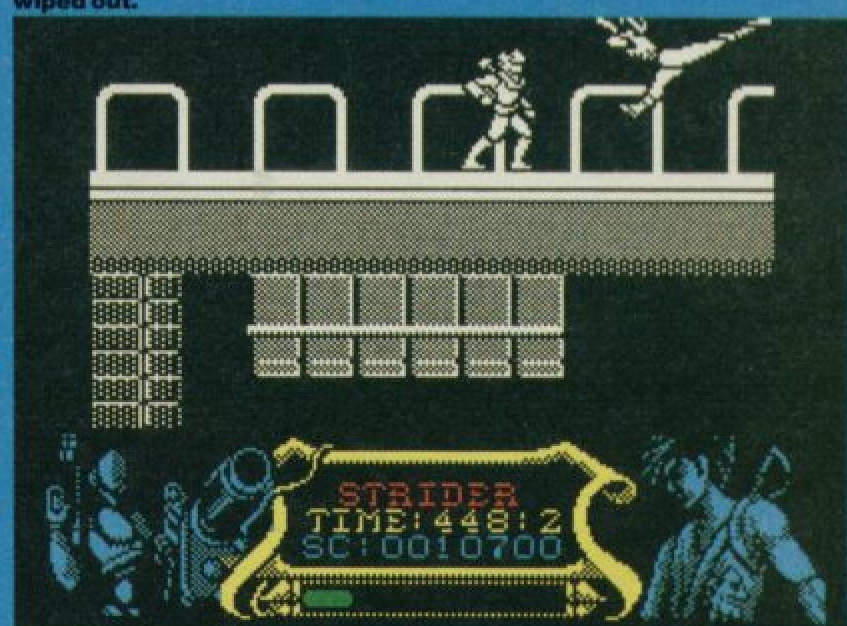
The second is even more spectacular. Strider enters the parliament chamber, and all the Politbureau members transform into a giant, hammer-and-sickle-waving snake! Yikes! Unfortunately the rather nice transformation scene has been taken out through lack of space, so you just get to encounter the monster in its final form. You'll have to do some nifty manoeuvring to get rid of this one!



LEVEL TWO

This is set in the snowy Siberian wastelands, populated by more Russian guards, robot dogs and other nasties than you've had hot dinners. This is much more platform and laddery than the last level, harder and perhaps more playable.

Baddies on this level include a gigantic mechanical gorilla that lumbers up the screen early on (but isn't too hard to kill) and a final section incorporating waves of bombs that parachute slowly down on top of you. These are quite tricky to avoid, but the end of level encounter is a bit of a disappointment. It consists of a bunch of manic Bolshoi Ballet members who high kick toward you – and are easily wiped out.



LEVEL THREE

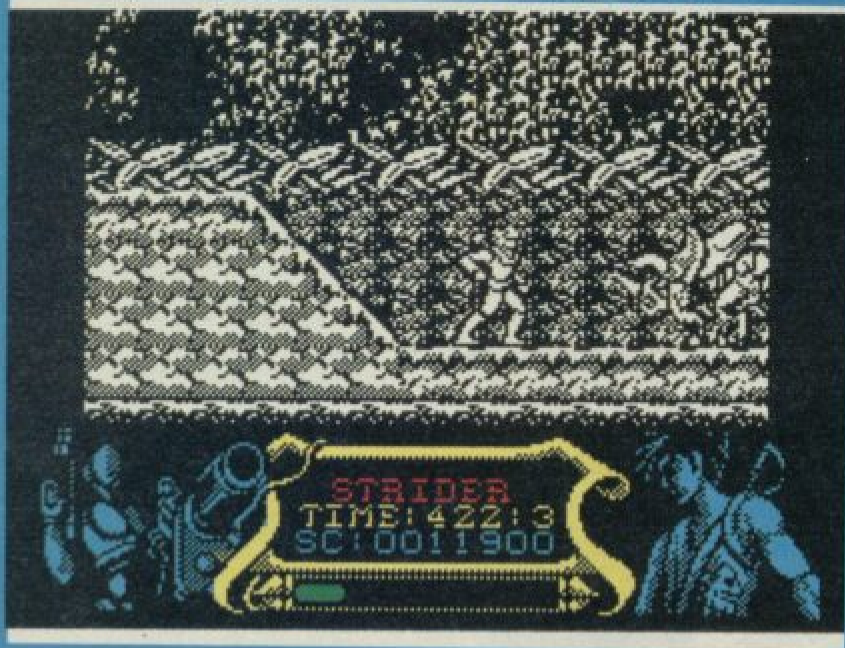
Ah, this one's a bit different. Quite how it fits in with the plot I'm not sure, but suddenly we're out of Russia and into the Amazon rain forest. At least, that's what it looks like. The platforms are this time made out of trees and vines and such like, and are heavily populated by boomerang tossing warrior women. Blimey!

This is one of those bits where you have to do a lot of running and jumping blind, hoping there'll be a platform to land on somewhere in the inky blackness.

CONT...

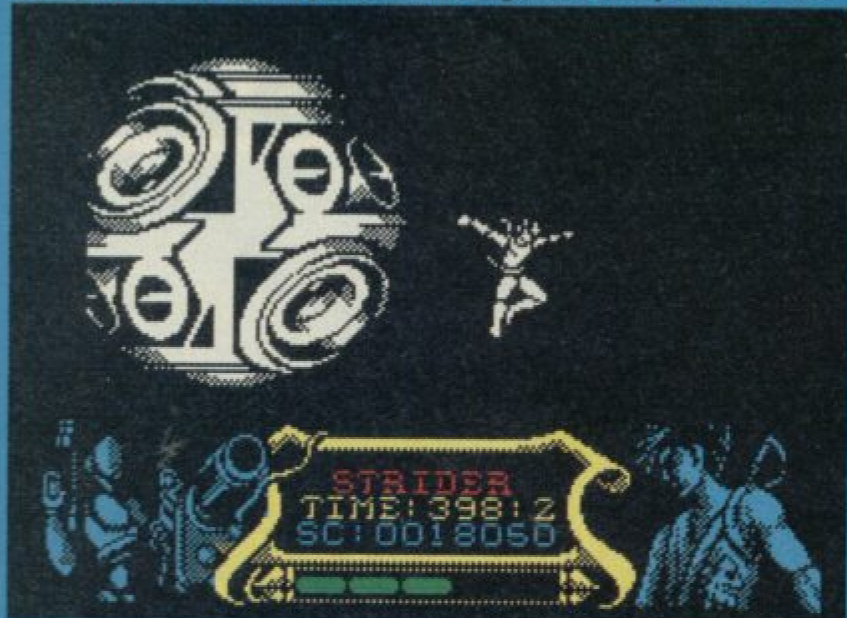
STRIDER

Later on, this level reveals such delights as leaping piranha fish and rampaging dinos. And in one of the rare instances where it's not quite clear what's happening a handful of mini triceratops (about rhino size) lumber across the bottom of the screen, and instead of a nice black background you've got a slightly confusing shades-of-grey leafy jungle floor type backdrop. So there's a spot of guessing going on.



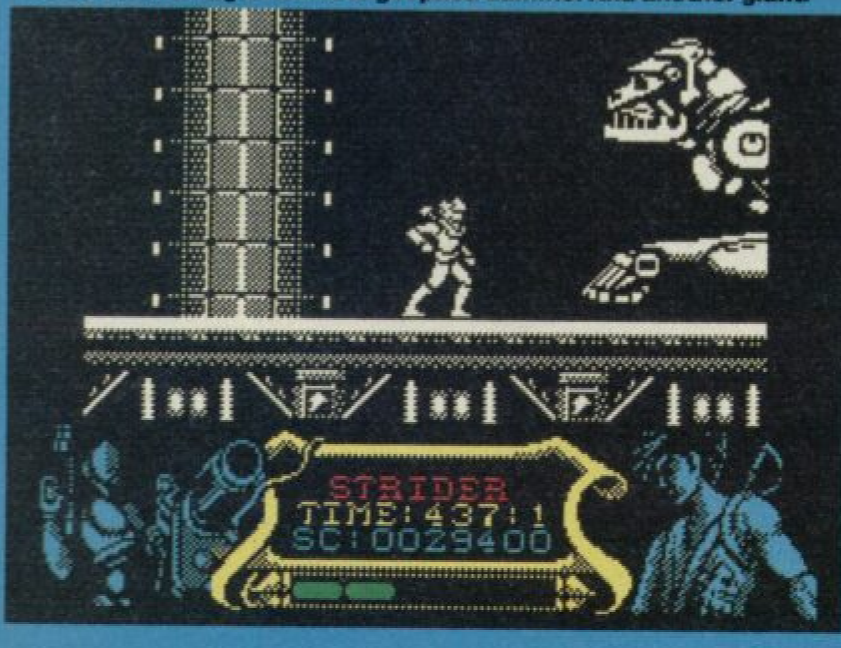
LEVEL FOUR

Eek! Next up you're on a big, floating enemy battleship thingie. Watch out you don't fall down the holes in the bottom (it's possible to since you're only hoping there'll be a platform to land on half the time). There are yet more guards, trillions of platforms and corridors to explore and a couple of big baddies near the end to cope with. The first is a giant floating satellite thing covered in what look like camera lenses. Get rid of that monstrosity and a hole opens up beneath you. Drop down and there's a giant geezer with a big sickle to cope with. Yikes!



LEVEL FIVE

You're back in Moscow for the final level, running along a weird set of high tech roof tops, swarming with guards. Drop down a hole and there's another big satellite to get past. Lumme! And another giant!



Like the coin-op, *Strider* the game is about twice as good as *Forgotten Worlds*. Yep, I know everyone thinks *Fog Worlds* is the bee's knees, but I've never got the hang of the loopy control system. *Strider* is similarly individual but much easier to play – about 60 trillion times easier. And the little hero sprite is just about the jumpiest and somersaultiest in Spec history. The arcade machine must be one of Capcom's biggest money earners this year, and I reckon it's safe betting this'll do the same business for US G.



So there we have it. Maybe the levels are a bit short (there are only five of them), and the difficulty level could possibly be pitched a bit higher. And though the big set piece monsters all look pretty impressive, they sometimes seem a little easy to kill – once you've sussed it. But what is here is really good, so I'm going to give it a Megagame. It's a nifty piece of programming, one of the cleanest, best looking Speccy games I've ever seen, and some of it plays like a dream. Just bear in mind that once you know your moves that's it. You've done it. Our Jack is bored of the game already.



final

LIFE EXPECTANCY	GRAPHICS
75°	95°
INSTANT APPEAL	**ADDICTIVENESS**
89°	80°

Diagnosis

Brilliant looking, smooth playing platform and ladders leap 'em up with a neat main character. There could be more in it, but what's there is excellently done.

verdict

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Thirty Copies Of The Great Spanky New Ocean Game *The Untouchables*! (Cor Flip!)

THE GAME

The Untouchables has been under development at Ocean for, ooh, ages and each time we've popped up there we've had another look just to remind ourselves how neat it is. And how neat is it? Very neat indeed. We've got the full details elsewhere in the issue, but to cut a long story short (too late!) it's a six level, multiload arcade adventure with each level based on a different scene from the film. There's the opening platform and ladders fight in the warehouse, the gunfight on the bridge (a neat variation on the *Operation Wolf* theme) and even a vertically scrolling rendition of the magnificent train station scene complete with pram rattling down stairs. All in all, very nice indeed.

WHAT'S UP FOR GRABS?

Only your very own satellite dish, that's all! It's the latest Amstrad model worth a cool (sharp intake of breath) £199 to you, buster, and Ocean will have it fitted and working on your roof before you can say, "There's nowt on TV tonight, Mum." Thrill to the delights of MTV, the latest movies, useless old TV shows and – our favourite – professional wrestling from America (which has to be seen to be believed!).

Runners up won't go away empty handed though (they never do, do they, Spec-chums?), because we've got 30 copies of the brand new VERY touchable *Untouchables* game to give away too.

• Members of the Dennis Publishing racket or the Ocean Software bootleggers social club caught entering this compo will be fitted with cement overshoes and sent for an intensive course of swimming lessons.
• Argue with the Ed and you could find yourself waking up with part of a gee gee in your bed!
• There'll be a police raid on November 30th 1989 so get your entries in by then.

YS COMPO



Your Very Own Satellite Dish!!

(And we don't mean Frank Bough!)

SO WHAT DO I HAVE TO DO?

Simple, innit? We've got a few questions here, but to complete the set we want a few answers. And to stand a chance of winning it would be nice if the answers had some relevance to the questions! Ready? Good.

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a) Under the ground.
b) In a fixed position in orbit above the earth.
c) Having its own headed notepaper printed.

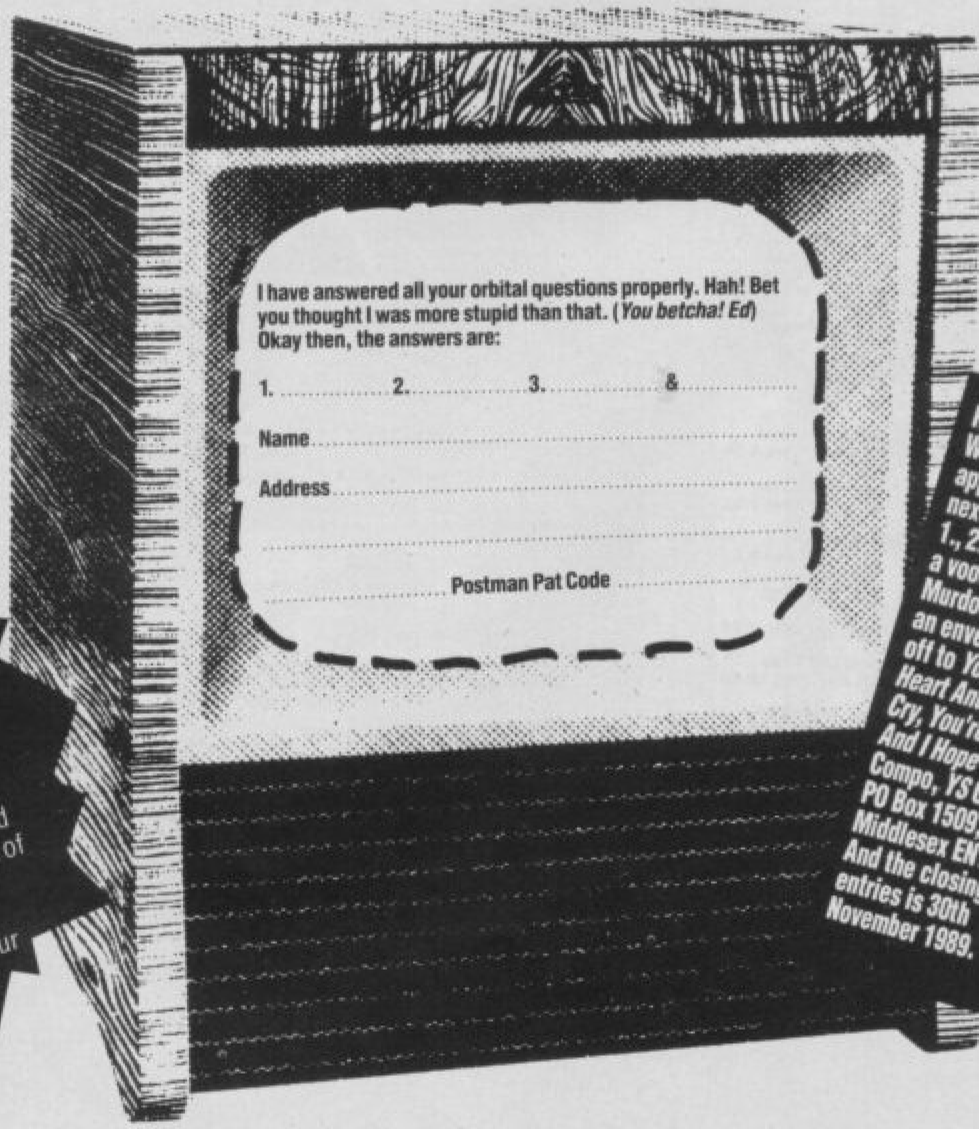
2. The Sputnik was:

a) The first ever satellite.
b) The first dog in space.
c) The first potato in space (or was that Spudnik?).

3. What is the best way of checking that you can mount a satellite dish on the side of your house? Is it:

a) Wetting your finger and holding it up in the air in the direction of your house?
b) Looking up in the sky at 10am and if you can see the sun then the satellite is about there.
c) Making sure there's a house there in the first place. (Pretty tricky, huh?)





I have answered all your orbital questions properly. Hah! Bet you thought I was more stupid than that. (*You betcha! Ed*) Okay then, the answers are:

1. .... 2. .... 3. .... & ....

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....

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Right, see that coupon? Well, just scribble in the appropriate a), b) or c) next to the appropriate 1., 2. and 3., pin it on to a voodoo doll of Rupert Murdoch (or stick it in an envelope) and send it off to You Satellite My Heart And Left Me To Cry, You're A Dirty Dish And I Hope That You Die Compo, YS Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And the closing date for entries is 30th November 1989.

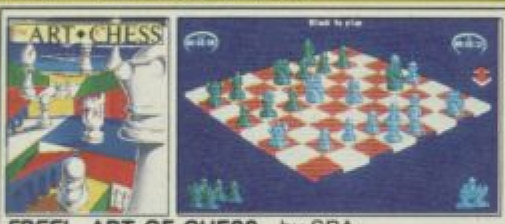
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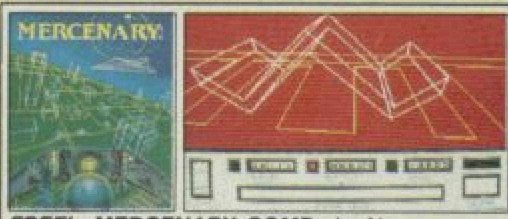
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Jackie Well, I wanted to do this and Matt wanted to do this so we had a bit of a fight and it ended up with us both doing it. Ho hum.



Matt It's not that surprising really – *The Untouchables* is an absolute corker of a game. In fact, it might even be the best Speccy game anyone's released this year!!



The UNTOUC

Jackie Now don't get carried away, Matt. It is good though – and so it should be! Every time I've been up at Ocean this year it's been adding this bit here and perfecting that bit there! I can't quite believe it's finished!

Anyway, it's a six level, five load arcade adventure based very closely on various original scenes. The packaging will sort of explain that, but you'll be better off having seen the movie or you'll find yourself a bit lost.

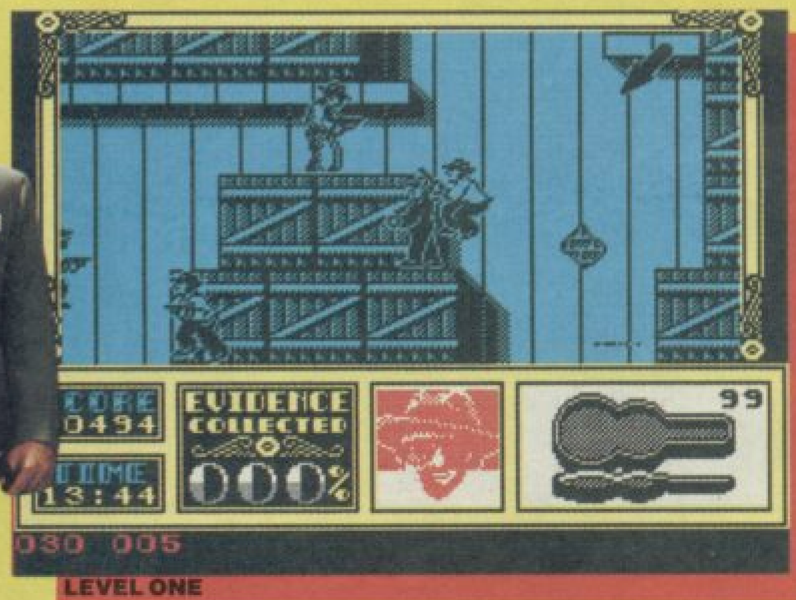
Matt It's not as simple as that though. They've added a few strategy elements as well just to complicate things. For instance, instead of playing just one character, you play four different ones at once. Eh? How can that work then? Well, the thing is, you've got all the main characters from the movie (Elliot Ness, the Sean Connery character Malone, the Italian sharpshooter Stone, and the toad-like accountant bloke) and can switch between them at any time. A couple of them you'll have to keep alive at all costs or you won't be able to finish the game, but the other two poor chaps are expendable, so if you're in a tricky spot and losing a lot of energy fast make sure it's from one that you don't need! The game doesn't tell you which ones are expendable, but if you've seen the film you should get a good idea.

Jackie But enough of all that. Let's look at the individual levels and see how they work...

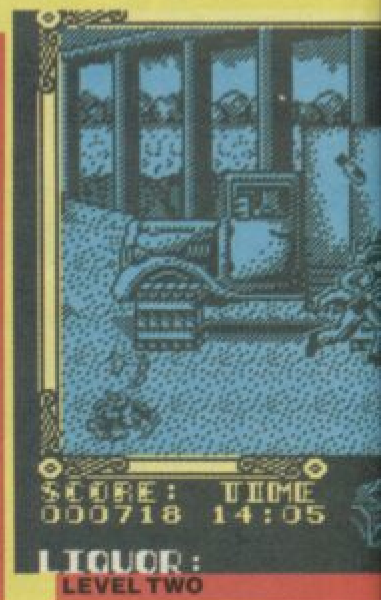
Level One THE WAREHOUSE

Jackie This is based on the movie's opening scenes. It's an eight way scrolling platform and ladders jump-about. The play area is fairly large – about three screens tall by eight or so wide – and is packed with hoodlums leaping and bounding and shooting all over the place. You play Ness in this one, and it's your task to catch up with the ten mob accountants you'll find lurking around the place and collect evidence off them. You'll spot them easily enough. Not only do they skulk around looking suspicious in long coats, but the computer provides a handy arrow that points out where the next one's lurking! They're the only ones who don't take pot shots at you too 'cos throughout this level the air is literally heavy with lead!

Matt This really is a very smooth and playable level. Look out for violin cases. They contain extra weapons (shotgun, machine gun and more ammo). Check out the bottom of the screen – you've not collected much evidence have you, and the little picture changing from Ness to Al Capone (indicating your life running out) is nearly in full Capone mode (in other words, nearly dead). Must be because Jackie's playing it! (Slap!) Ouch.



LEVEL ONE



LEVEL TWO

Level Two THE BRIDGE

Matt This is a different pot of pickled herrings altogether. In fact it probably qualifies as Ocean's third variation on the *Op Wolf* theme this Christmas. You can see yourself at the bottom of the screen – you're the one rolling around on the floor at the bottom, getting your coat all dirty. There is a point to this though. You're faced with a wall of trucks and hoodlums swarming all over them! The scene is about three screens wide, and you must roll around, trying to take as few shots as possible, at the same time as shooting out the liquor kegs scattered about. You get half a bottle for each one you hit but since you need to make up 32 bottles (if I remember right) it does take some doing.

Jackie The way you see where you're shooting is interesting. Instead of having a crosshairs on the screen you see through the little binocular shape at the bottom, so you have to keep flicking your eyes from there to the main screen.

Level Three THE ALLEYWAY

Matt This one's a bit *Op Wolf*-ish too. That's you on the right of the picture – you're equipped with a double barrelled shotgun and have to pop out into

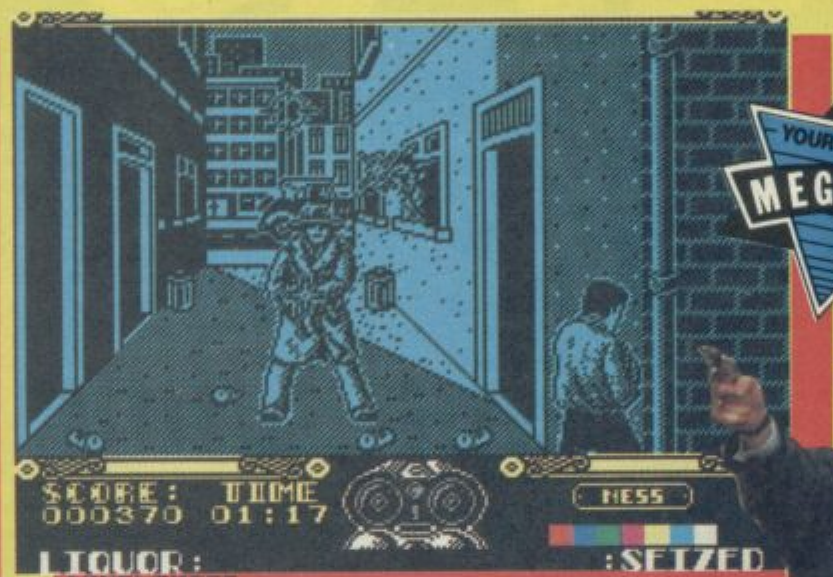


LEVEL FOUR

the open (where you're vulnerable), take your shots then nip back again to reload. Of course, the alleys are absolutely jam-packed with Capone's henchmen – leaning out of the windows and so on – which can cause a few problems. You're collecting liquor again by the way, which you get if you bag any bad buys.

Jackie Oh dear, Matt didn't explain that very well did he? He started in the middle again. What he forgot to mention is why you're in the alleys in the first place. You're on your way to the train station where you're trying to catch Capone's main accountant before he flees the country. There are six similar screens to work your way through before you reach it. There. Why didn't you tell 'em that, Matt? Slap! (Whimper.)





LEVEL THREE

Level Four THE RAILWAY STATION

Jackie Yo! This is the best bit, no doubt about it! Check out the bottom of the screen. There are two power doobries down there. Why's that, d'you suppose? Well, it's because they're doing the old 'you play two characters at once' trick again of course (well, sort of). Only this time one of them's a baby! So you've got two lives to keep an eye on here. That's the pram in the middle of the screen. What's happening is that it's rattling down the long, long staircase to the train station while you run up, down and round about it, shooting all the baddies that're bouncing about all over the place. Extra energy icons appear which you can either grab yourself or push the baby over to keep him alive too.

Matt It may seem a little sick having a game where not only is a baby caught in a crossfire of bullets but it's used as a shield to protect your own life with, and it probably is (a bit). But other than that this section is blooming ace – the best bit from the film and, rather fittingly, the best bit in the game.

Level Five THE TRAIN PLATFORM

Matt This is a mini-level with a very tight time limit. One of Capone's men has got the escaping accountant chappie and is about to blow him away to stop him testifying. (The poor dear!) And you've only got one chance to stop him! Basically, you need to position the barrel of your gun over his head (his body won't do) and fire.

Jackie Yuck! This is a little too bloodthirsty for my liking. Where's the conclusion bit?

YOUR SINCLAIR MEGAGAME

THE END

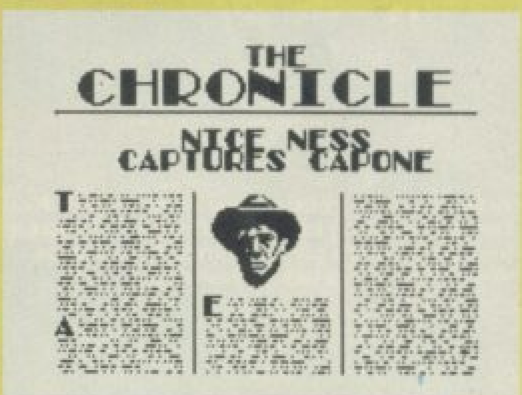
Jackie Ah, here it is! We're at the end of the game. Well, sort of. I, um, didn't manage to get that far, but apparently you've got to shoot this guy off a rooftop with your six shooter pistol, nipping behind a wall and reloading every so often (rather like Level Three, in fact). You'll have to get him four times to push him back, but all the time he'll be taking pot shots at you, shoving *you* backwards! It's a bit like a tug of war.

Matt And that's it! What a little cracker of a game. Everything is as smooth and polished as you can get on a Speccy, and it's jam-packed full of things to do. The monochrome blue graphics are very nice and clear, the animation is top notch and to cap it off the 30s style music is very atmospheric. All in all, very playable indeed. A hit!





LEVEL FIVE



final verdict

LIFE EXPECTANCY	GRAPHICS
85°	93°
INSTANT APPEAL	**ADDICTIVENESS**
95°	89°

94°

Diagnosis

A brilliant multiload film conversion, as good as anything released this year.

ALTERED BEAST



At the end of the levels there are the usual Big Baddies, but, this being a Sega game, they're sicko nightmare rock creatures. It is possible to kick them to death but easier if you're a fire-flinging werewolf.



In the Swamp section you have to watch out for the wiggling tail of the Dragon. If you can kick it you get a pile of points. If you miss you better jump out of the way!

Activision/£9.99 cass



Phil Grrroowwlll! I'm an altered beast... but then again you already knew that. (At least those people who come into the office when I'm in a leg-bitin' mood know. And they still walk with a limp too!)

But this time it's all a game, and what a good sort of game it is too. *Altered Beast* was a corking, ripping, snorting game as a coin-op with all sorts of fab 'n' groovy undead beasties to beat up, not to mention a whole *googolbyte* of sound and graphics. And looking at its conversion I can but marvel (gasp, gasp) at the capacity of the average Spectrum programmer to shoehorn this much game into such a small memory space. Tsk! Y'know I still remember when 48K was a LOT. Still, enough of this foolish reminiscing... sniff... on with the review.

Once upon a time, a young bloke died and, before he could even get comfy in his grave, some bleedin' wizard came along and raised him from the dead. "What do you want, you whiskery old goat?" he shouted politely. "I wuz just gettin' settled in me grave, an' now you've blinkin' come along and resurrected me, yer big dimmock."

"You are to be my agent in this world," said the wiz, with a voice like an old wallet. "You shall take on the beasts of the night and rescue my daughter. Art thou worthy of the task?" He prodded a lightning bolt into the wretched dead-un's kidneys, making his eyes bulge out like mushrooms. Being brave about death, but a complete wimp about pain, the lad accepted and trudged off through the Graveyard.

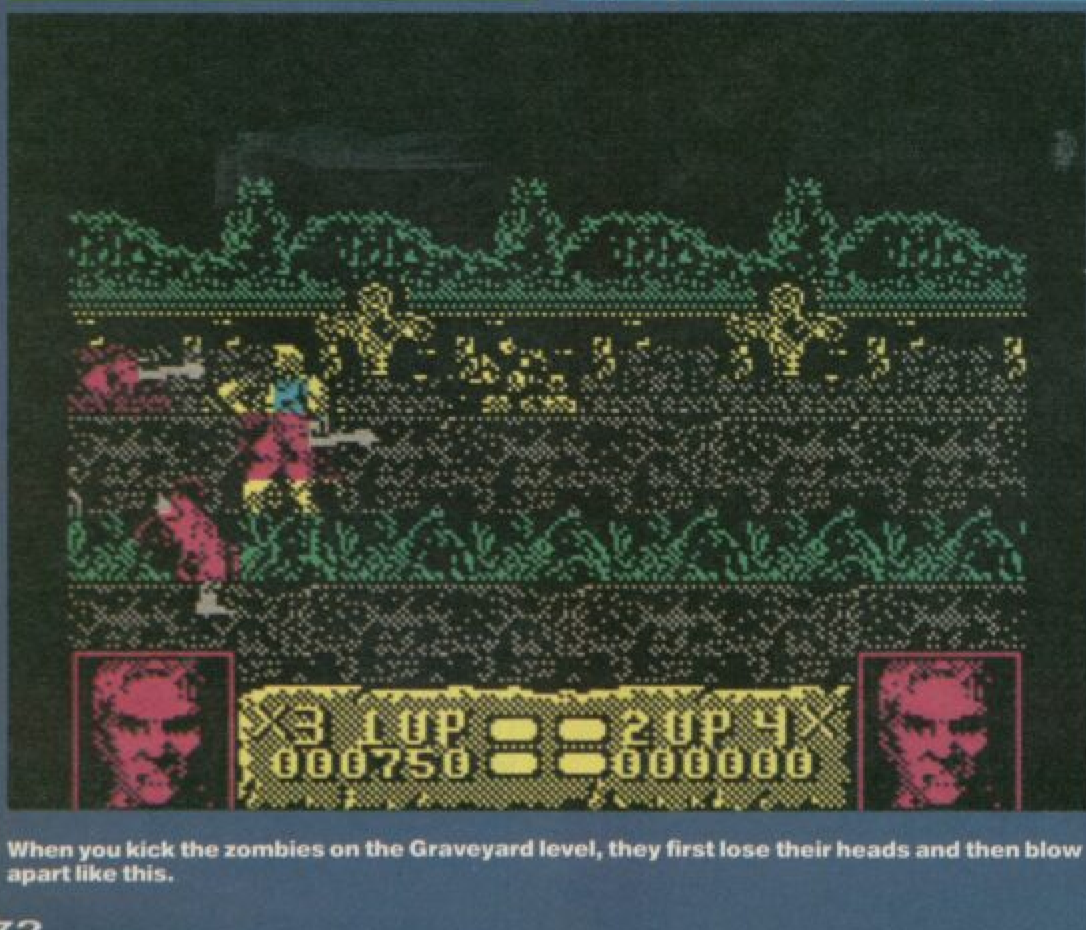
It wasn't much, a trifle overpopulated with zombies perhaps, but it was the only home he had. He ploughed into the zombies without much ado, but soon realised, as he progressed through his next four picturesque locations of the Forest, the Cave, the Temple and then back again to the Graveyard, that something rather peculiar was happening to him. Whistling merrily along as he ker-splatted his fiendish foe he'd find himself turning into a flying dragon, and a blue bear, and a funny humanoid tiger. Sometimes even a golden werewolf! That wizard's got a rum old sense of humour, he would mutter to himself. Ha... ha...

Hey, YOU, wake up! It isn't a bed time story, you prannock, it's the game. Ahem. Right, sitting comfortably? (Chuckle.) Then I'll continue.

On the Speccy it's easier to do a monochrome version of a blockbustin' coin-op beat-'em-up game, because it's less hassle than finding out new ways to bamboozle your way around the attribute problem. I think this is a bit of a cop-out, personally, especially when the one thing that the Speccy actually does rather well is fast colour graphics. Okay, so it's not many colours, but with care and attention you can achieve a multicoloured game which moves at something like a realistic speed. Which is exactly where *Altered Beast* comes in.(*Lumme! At last! Ed*)

It's a multi-coloured game, a bit like *Karnov* in design and execution, in which the sprites all have their own colours. The technique works better if you layer the colours and do calculations to match the sprite colour with the background colour, but that all takes up processing time, so the backgrounds take on the sprite colour as it moves across the screen. It's easier to do, faster to play, and so much closer to the original game in looks and speed. *Altered* is as fast as it can be for the amount that's going on, and it rates a higher score for that, but it does judder a bit. The graphics are first class, and the sounds are none too bad either, although a trifle annoying if we're talking about the theme tune.

The game is quite satisfying as beat-'em-ups go, and my only real criticisms are a) if anything the levels are too short, b) shame the players look like they're doing ballet kicks rather than karate, and c) with the background and 400 bits of zombie flying around it's hard to see what's going on. But *Altered* pushes the Speccy to its limits, and although it's a flawed execution in some ways, I'd still say it's a good game.



When you kick the zombies on the Graveyard level, they first lose their heads and then blow apart like this.

final

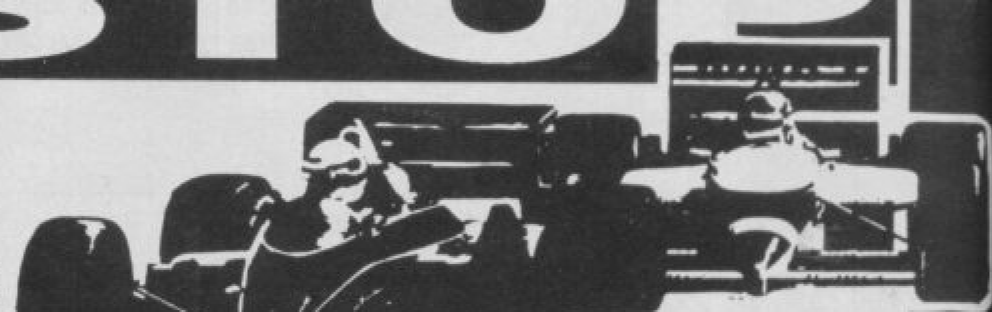
LIFE EXPECTANCY	GRAPHICS
66°	79°
INSTANT APPEAL	**ADDICTIVENESS**
79°	76°

Diagnosis

Little niggles here and there but very adventurous (and gory).

80° verdict

PROGRAM PITSTOP



Had enough of hex? Then never fear, because here's that groovy sport *Jonathan Davies* with a truly scrumptious fractal program megaspecial.



Heavily laden Jiffies continue to tumble through the letter box. Due to an unforeseen coincidence, most of this month's batch consisted of fractal programs, so I've turned over a large chunk of Pitstop to that very subject. In the face of popular demand, I have also designated this issue a hex-free zone. Normality should return next month though.

Who better to include in a fractal special than the **Fractal Farm** itself? I've selected a few of the Farm's highly professional products which are definitely worth having a go at. Then, of course, a Mandelbrot program. This is the work of **Barry Hunt** and **Neil Palmer**, presumably taking it in turns to press keys or something.

If you're wondering what to have a crack at writing next, how about some sound FX for fellow readers to incorporate into their own programs? Your 48K Machine Code ones would probably benefit the community most, and those that make the nicest noise, in relation to their size (a few bytes, hopefully), will be immortalised forever in print. What an offer, eh? They're dead easy to do too.

FRACTAL FROLICS

by The Fractal Farm

Possibly the most devastating response to my recent fractal request came from the appropriately-named **Fractal Farm**, an outfit consisting of **Thomas Rushton** who handles algorithms and **Jonathan Scott** who does the coding. They sent in a C90 packed with stuff, a selection of which is printed below. The first three are pretty short, but the fourth will take a little effort. And look — no hex!

Chaos

This produces randomly generated fractal patterns, the shapes of which depend on three numbers which are entered when the program is run. These should be between -2 and +2. The guys at the Farm recommend trying phone numbers. For example, 0.01, 0.631 and 0.1433. As with all fractal programs, it takes ages to run but pretty patterns start appearing almost straight away.

```
   0>REM Chaos
 The Fractal Farm 1989
  10 POKE 23658,0
  20 LET s=0
  30 LET t=0
  40 LET v=0
  50 INPUT "Three numbers betwee
n -2 and +2",a,b,c
  60 LET f=68
  70 FOR i=0 TO 100
  80 LET s=t-SGN (v)*(ABS (v*b-c
))
  90 LET t=a-v
 100 IF ABS (s*f)>70  OR ABS (t*
f)>70 THEN  LET f=f/1.2
 110 LET v=s
 120 PRINT AT 0,10;"Please wait"
;AT 2,0;s*f,t*f;TAB 3;
 130 NEXT i
 140 LET f=f/2
 150 LET s=0
 160 LET t=0
 170 LET v=0
 180 CLS
 190 REM main loop
 200 LET s=t-SGN (v)*(ABS (v*b-c
))
 210 LET t=a-v
 220 IF ABS (s*f)<127 AND ABS (
t*f)<87 THEN  LET x=s*f+127: LET
y=t*f+87: PLOT x,y
 230 LET v=s
 240 IF INKEY$<>"z" THEN  GO TO
200
 250 IF INKEY$="z" THEN  COPY
 260 RUN
```

Crystals

This program demonstrates the growth of a crystal using a highly scientific technique which I won't go into now, and it shows (it sez 'ere) how small imperfections can go on to trigger larger ones. Knock it in and see what happens.

```
   0>REM fractal crystal growth
 The Fractal Farm 1989
  10 BORDER 0: PAPER 0: INK 7: C
LS
  20 DIM c(256): FOR n=1 TO 256:
 LET c(n)=175: NEXT n
  30 INPUT "printer (y/n)",a$: I
F a$<>"y" AND a$<>"n" THEN  GO T
O 30
  40 LET x=1+INT (RND*256): LET
y=c(x)
  50 LET a=c(256): IF x>1 THEN
LET a=c(x-1)
  60 LET b=c(1): IF x<256 THEN
LET b=c(x+1)
  70 IF a<y THEN  LET y=a
  80 IF b<y THEN  LET y=b
  90 LET y=y-1: LET c(x)=y: PLOT
 x-1,y
 100 IF y>8 THEN  GO TO 40
 110 IF a$="y" THEN  COPY : FOR
n=1 TO 256: LET y(n)=175: NEXT n
: GO TO 40
 120 POKE 23692,255: FOR n=1 TO
8: PRINT AT 21,31;"  ": NEXT n
 130 FOR n=1 TO 256: LET c(n)=c(
n)+64: IF c(n)>175 THEN  LET c(n
)=175
 140 NEXT n: GO TO 40
```

Fern

A classic example of a naturally occuring fractal is a fern. Each leaf is a replica of the main plant, and branching off from the stem of the leaf are lots of even smaller copies. This means that realistic ferns can be easily drawn on the Speccy, and here's a program to do it.

All you have to do is type in a couple of branch angles (0-90 degrees would be sensible) and then wait.

```
  10 BORDER 0: PAPER 0: INK 4: B
RIGHT 1: CLS
  20 DIM s(1000): LET p=1
  30 INPUT "Main branch angle in
 degrees",an: LET an=an*PI/180
  40 INPUT "Branching angle in d
egrees",ba: LET ba=ba*PI/180
  50 LET a=0: LET x1=0: LET y1=8
7: LET d=50: LET l=20: LET i=0
  60 PLOT x1,y1: GO SUB 1000
  70 LET a$=INKEY$: IF a$<>"" TH
EN  GO TO 80
  80 LET a$=INKEY$: IF a$="" THE
N  GO TO 90
  90 IF a$="z" THEN  COPY
 100 STOP
1000 LET x2=x1+d*COS a: LET y2=y
1+d*SIN a
1010 IF x2>0 AND x2<255 AND y2>0
 AND y2<175 THEN  PLOT x1,y1: DR
AW x2-x1,y2-y1
1020 LET x1=x2: LET y1=y2: LET a
=a-an: LET d=d*.85
1030 IF i<5 AND d>l THEN  GO TO
2000
1040 IF d>1 THEN  GO TO 1000
1050 RETURN
2000 LET s(p)=a: LET s(p+1)=x1:
LET s(p+2)=y1: LET s(p+3)=d: LET
 s(p+4)=l: LET p=p+5
2010 LET a=a-ba: LET d=d/2: LET
l=l/2: LET i=i+1: GO SUB 1000: L
ET i=i-1
2020 LET p=p-5: LET a=s(p): LET
x1=s(p+1): LET y1=s(p+2): LET d=
s(p+3): LET l=s(p+4): LET p=p+5
2030 LET a=a+ba: LET d=d/2: LET
l=l/2: LET i=i+1: GO SUB 1000: L
ET i=i-1
2040 LET p=p-5: LET a=s(p): LET
x1=s(p+1): LET y1=s(p+2): LET d=
s(p+3): LET l=s(p+4)
2050 GO TO 1040
```

Landscapes

This is the longest program, probably because it gives the most elaborate results. It draws 3D wire-frame landscapes which can be shaped by altering a range of probabilities.

On running the program, a short menu pops up. Pressing 1 or 2 draws a landscape (mini or full) and 3 lets you alter the probabilities. What's happening here is that each x and y value on the grid on which the landscapes are drawn is assigned a probability — the higher the value, the more likely a piece of land will appear on it. There are two screens, one for x values and one for y, which can be swopped between by pressing X and Y. The cursor keys are used to increase or decrease the values at each position up to a maximum limit. The amount of unused probability, as it were, is shown on the right of the screen — it must all be used up before this section can be left.

Sounds a bit fiddly, I know, but the results are excellent.

```
   0>REM Landscape
 The FRACTAL FARM 1989
  10 BORDER 0: PAPER 0: INK 7: INVERSE 0: OVER 0: BRIGHT 0: FLASH 0: CLEAR 59999
  20 GO TO 400
  30 FOR x=1 TO 16: FOR y=17-x TO 15+x: POKE (60000+x*33+y),4: POKE (60000+(32-x)*33+y),4: NEXT y: NEXT x
  40 INPUT "Enter seed",q: LET q=q-INT q: IF q=0 THEN RETURN
  50 CLS : FOR x=2 TO 16: FOR y=18-x TO 14+x: GO SUB 200: POKE (62000+33*x+y),1: NEXT y: NEXT x
  60 FOR x=17 TO 30: FOR y=x-14 TO 46-x: GO SUB 200: POKE (62000+x*33+y),1: NEXT y: NEXT x: PRINT #1;AT 1,0;"Hold Quit"
  70 GO SUB 300
  80 LET x=c(1+r)
  90 GO SUB 300
 100 LET y=d(1+r)
 110 IF PEEK (62000+x*33+y)=0 THEN GO TO 70
 120 INVERSE 1: GO SUB 200
 130 IF PEEK a<28 THEN POKE a,4+PEEK a
 140 INVERSE 0: GO SUB 200
 150 LET a$=INKEY$
 160 IF a$="h" THEN GO SUB 1400
 170 IF a$="q" THEN RETURN
 180 GO TO 70
 200 LET a=60000+33*x+y: LET v=4*(16-x+y)-1: INK i(1+PEEK a/4)
 210 PLOT 8*(x+y-17)-4,v+4+PEEK (a-33): DRAW 8,v+PEEK (a)-PEEK 23678: DRAW 8,v-4+PEEK (a+33)-PEEK 23678
 220 PLOT 8*(x+y-17)-4,v-4+PEEK (a-1): DRAW 8,v+PEEK (a)-PEEK 23678: DRAW 8,v+4+PEEK (a+1)-PEEK 23678
 230 RETURN
 300 LET w=q-((q*q+1)/2/q): LET q=w: IF q=0 THEN LET q=RND
 310 LET r=ABS INT (100*(q-INT q)): RETURN
 400 DIM h(255): DIM i(8): DIM a(20): DIM b(20): DIM c(100): DIM d(100)
 410 FOR n=1 TO 8: READ i(n): NEXT n: FOR n=1 TO 19: LET a(n)=5: LET b(n)=5: NEXT n: LET a(10)=10: LET b(10)=10: LET a(20)=0: LET b(20)=0
 420 DATA 0,1,4,4,4,2,7,7
 430 CLS : INK 7: PRINT "T H E  F R A C T A L   F A R M"''" Landscape Generators"''
     ''''''"1","mini landscape"''"2","full landscape"''"3","probabilities"
 440>PRINT #1;AT 1,16;"Press 1 2 3";
 450 LET a$=INKEY$: IF INKEY$<>"" THEN GO TO 450
 460 LET a$=INKEY$: IF a$="" THEN GO TO 460
 470 IF a$="1" THEN GO SUB 600: GO TO 510
 480 IF a$="2" THEN GO SUB 1500: GO SUB 30: GO TO 510
 490 IF a$="3" THEN GO SUB 800: GO TO 430
 500 GO TO 450
 510 PRINT #1;AT 1,0;"z=copy","Any key ...";TAB 31;" ";AT 0,0
 520 LET a$=INKEY$: IF a$<>"" THEN GO TO 520
 530 LET a$=INKEY$: IF a$="" THEN GO TO 530
 540 IF a$="z" THEN PRINT #1;AT 1,0;TAB 31;: COPY
 550 GO TO 430
 600 CLS : PRINT "Please wait ..."
 610 FOR n=0 TO 14: FOR m=0 TO 14: POKE 60000+n*15+m,4*(15-n+m): NEXT m: NEXT n
 620 INVERSE 0: CLS
 630 INK 1: FOR x=1 TO 13: FOR y=1 TO 13: GO SUB 700: NEXT y: NEXT x: INK 4
 640 LET x=2+INT (RND*11): LET y=2+INT (RND*11)
 650 INVERSE 1: GO SUB 700
 660 IF h<165 THEN POKE a,h+4
 670 INVERSE 0: GO SUB 700
 680 IF INKEY$="q" THEN RETURN
 690 GO TO 640
 700 LET a=60000+15*x+y: LET h=PEEK a
 710 PLOT 8*(x+y-1),PEEK (a-15): DRAW 8,h-PEEK 23678: DRAW 8,PEEK (a+15)-PEEK 23678
 720 PLOT 8*(x+y-1),PEEK (a-1): DRAW 8,h-PEEK 23678: DRAW 8,PEEK (a+1)-PEEK 23678
 730 RETURN
 800 INK 7: LET s=0
 810 CLS : FOR n=1 TO 20: GO SUB 1000: NEXT n: LET n=10
 820 PRINT #1;AT 1,0;"cursor keys 5678 "; INVERSE (s=0);"p(X)"; INVERSE 0;" "; INVERSE (s=1);"p(Y)"; INVERSE 0;" Quit": PRINT AT 21,n; PAPER 8; INK 8; FLASH 1; OVER 1;" ";
 830 LET a$=INKEY$: IF a$<>"" THEN GO TO 830
 840 LET a$=INKEY$: IF a$="" THEN GO TO 840
 850 IF a$="q" AND a(20)=0 AND b(20)=0 THEN RETURN
 860 IF a$="x" THEN LET s=0: GO TO 810
 870>IF a$="y"THEN LET s=1:GO TO 810
 880 IF a$="6" OR a$=CHR$ 10 THEN GO SUB 1200
 890 IF a$="7" OR a$=CHR$ 11 THEN GO SUB 1300
 900 IF a$="5" OR a$=CHR$ 8 THEN IF n>1 THEN PRINT PAPER 8; INK 8; OVER 1; FLASH 0;AT 21,n;" ": LET n=n-1
 910 IF a$="8" OR a$=CHR$ 9 THEN IF n<19 THEN PRINT PAPER 8; INK 8; OVER 1; FLASH 0;AT 21,n;" ": LET n=n+1
 920 GO TO 820
1000 LET p=a(n): IF s=1 THEN LET p=b(n)
1010 LET x=n: IF n=20 THEN LET x=25: PRINT AT 21,25;"S"
1020 LET y=20: PRINT AT y,x;" "
1030 IF n<10 THEN PRINT PAPER 1;AT 21,n;n
1040 IF n=10 THEN PRINT PAPER 2;AT 21,10;"0"
1050 IF n>10 AND n<20 THEN PRINT PAPER 3;AT 21,n;n-10;
1060 IF p=0 THEN RETURN
1070 PRINT AT y,x;" ": LET p=p-5: IF p=0 THEN GO TO 1090
1080 PRINT AT y,x;" ": LET p=p-5: IF p>0 THEN LET y=y-1: GO TO 1070
1090 IF y>0 THEN PRINT AT y-1,x;" "
1100 RETURN
1200 IF s=0 AND a(n)=0 THEN RETURN
1210 IF s=1 AND b(n)=0 THEN RETURN
1220 IF s=0 THEN LET a(n)=a(n)-5: LET a(20)=a(20)+5
1230 IF s=1 THEN LET b(n)=b(n)-5: LET b(20)=b(20)+5
1240 GO SUB 1000
1250 LET m=n: LET n=20: GO SUB 1000: LET n=m
1260 RETURN
1300 IF s=0 AND a(20)=0 THEN RETURN
1310 IF s=1 AND b(20)=0 THEN RETURN
1320 IF s=0 THEN LET a(n)=a(n)+5: LET a(20)=a(20)-5
1330 IF s=1 THEN LET b(n)=b(n)+5: LET b(20)=b(20)-5
1340 GO SUB 1000
1350 LET m=n: LET n=20: GO SUB 1000: LET n=m
1360 RETURN
1400 PRINT #1;AT 1,0;"z=copy Colour Resume"
1410 LET a$=INKEY$: IF a$<>"" THEN GO TO 1410
1420>LET a$=INKEY$:IF a$=""THEN GO TO 1420
1430 PRINT #1;AT 1,16;TAB 31;
1440 IF a$="r" THEN PRINT #1;AT 1,0;"Hold Quit";TAB 31;: RETURN

1450 IF a$="z" THEN PRINT #1;AT 1,0;TAB 31;: COPY : GO TO 1400
1460 IF a$="c" THEN PRINT #1;AT 1,0;TAB 31;: GO SUB 1600
1470 GO TO 1400
1500 CLS : PRINT "Please wait ..."
1510 LET p=1: FOR n=1 TO 19: FOR m=1 TO a(n): LET c(p)=6+n: LET p=p+1: NEXT m: NEXT n
1520 LET p=1: FOR n=1 TO 19: FOR m=1 TO b(n): LET d(p)=6+n: LET p=p+1: NEXT m: NEXT n
1530 RETURN
1600 FOR x=2 TO 16: FOR y=18-x TO 14+x: GO SUB 1700: NEXT y: NEXT x
1610 FOR x=17 TO 30: FOR y=x-14 TO 46-x: GO SUB 1700: NEXT y: NEXT x
1620 LET a=60000+33*x+y: LET v=4*(16-x+y)-1: INK i(1+PEEK a/4)
1630 LET a$="h"
1640 RETURN
1700 LET a=60000+33*x+y: LET v=i(1+PEEK a/4): INK v: IF v<2 THEN RETURN
1710 LET v=4*(16-x+y)-1: PLOT 8*(x+y-16)-4,v+PEEK a: RETURN
```

The Fractal Farm boys have announced the impending arrival of a second tape-full, so watch this space. All right, you can stop now.

MANDELBROT MAGIC

by Barry Hunt and Neil Palmer

Nothing fractal-related would be complete without a good ol' Mandelbrot Set generator and, out of the heap of excellent ones that came tumbling in, I deemed this one by **Barry Hunt** and **Neil Palmer** to be the neatest, mainly because of its size (or lack of it).

So what is the Mandelbrot Set then? Er, it's highly mathematical, but basically it involves iterating the equation x=x+i in the complex plan, and plotting a point when x fails to tend to infinity. Simple, eh? The end result is that a weird pattern is generated which, if examined closely, can be seen to be infinitely complicated.

On running the program you'll be asked to enter a series of numbers. To plot the whole set, in as much detail as possible, enter the following numbers.

a = -2.568
b = -1.25
aside = 3.636
bside = 2.5
width = 255
height = 175
accuracy = 10

The trouble is, the whole thing takes hours to generate. Erm, 11 of them to be precise. It's worth the wait though, and the author points out that using Mallard Basic on the +3 reduces this to about three hours, and a compiled version should do even better still. Alternatively, you can either reduce the area of the screen that's filled by the pattern by changing the Width and Height variables, or simply reduce the accuracy.

This is only the beginning though. By choosing a new starting co-ordinate (by changing a and b) and viewing a smaller area of the set (by lowering aside and bside) you can examine parts of it in detail. The interesting bits are located at co-ordinates around the edges of the shape. Anywhere else tends to give a blank screen. If you discover any really nice areas, write the relevant numbers on the back of a Luncheon Voucher and send them to the usual address. Also, if anyone feels like writing a Machine Code version, perhaps with a zoom facility, let me know.

```
 10  INPUT "A ";A
 20 INPUT "B ";B
 30 INPUT "ASIDE ";ASIDE
 40 INPUT "BSIDE ";BSIDE
 50  INPUT "WINDOW WIDTH ";X
 60 INPUT "WINDOW HEIGHT ";Y
 70  INPUT "ACCURACY ";LIMIT
 80  LET AGAP=ASIDE/X
 90  LET BGAP=BSIDE/Y
100  FOR M=0  TO Y
110  FOR N=0  TO X
120 LET AC=A+N*AGAP
130  LET BC=B+M*BGAP
140  LET AZ=0
150 LET BZ=0
160 LET COUNT=0
170 LET AZL=AZ*AZ-BZ*BZ
180 LET BZ=2*AZ*BZ+BC
190 LET AZ=AZL+AC
200 LET COUNT=COUNT+1
210  LET S=SQR (AZ*AZ+BZ*BZ)
220  IF S>=2  THEN  GO TO 250
230  IF COUNT<LIMIT  THEN  GO TO 170
240  PLOT N,M
```

Ta-ra!

Feeling at a loose end as the evenings begin to draw in? Well write a program then and become a star overnight by either having it printed in Britain's biggest, brightest (and only) listing section or by triggering off a hydrogen fusion reaction within yourself to produce large amounts of helium and electromagnetic radiation. Whatever you decide, send the results to... Jonathan Davies, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.

STUNT CAR RACER

MicroStyle/£9.99 cass/£14.99 disk



Dunc I'm an absolute sucker for car games, it has to be said. Put me behind the simulated steering wheel of anything (even a Reliant Robin) and I'm happy as a sandboy. Now, I don't know exactly how happy sandboys are capable of getting (in fact, I don't even know what a sandboy is) but I'll tell you this much – lock me in a dark room with a copy of *Stunt Car Racer* and I'll be *happier* than a sandboy.

First of all you should know that *Stunt Car* was conceived and programmed (on the 16 bit formats) by Geoff Crammond. He's the same bloke who wrote *The Sentinel*, which, as anyone who's played it will know, gave a feeling of height and depth to a computer landscape that hasn't been equalled since (erm, until now). But there was one problem with it – the speed of the thing. It didn't exactly crack along did it? Whaddya mean, "Yes, it did"? Stop arguing this instant. *The Sentinel* was *not* very fast. *Stunt Car Racer*, on the other hand, *is* very fast – well, pretty fast anyway. And because it's fast, it's also 'vertigo-inducing' in the old "Yurks, It's A Long Way Down" department. Much more so than *The Sentinel*.

THE RACE SEASON

Like football, the *Stunt Car* league is split into four divisions, but, unlike football, each division is made up of only three places. At the beginning of the game, you find yourself in the crappest position possible – bottom of division four. You have to take on the fourth division computer opponents in a series of three lap races (and win) to get promoted.

THE CIRCUITS

The circuits themselves are 'something else'. They're 'far out'. They're 'bad'. They're 'straight out of the fridge'. They're (*Get on with it. Ed*). Imagine a traditional racing circuit (Brands Hatch, Monza or somewhere), cross it with an absolutely ginormous roller coaster, add jumps, multiply it by the first number you can think of, and you'll be about there.

There are eight circuits in all, two per division, and the initial two (the little ramp and the humpback) are the easiest of the lot. Don't fall into a false sense of security at having seen the word 'easiest' though, because in this case it simply means 'not quite as impossible as the rest'. These circuits need to be practiced before you take on the computer cars because of the humps, ramps and jumps (not to mention the chicanes) that are peppered about. Coming out of a chicane at full speed might seem like a good idea – until you realise that there's a hump coming up immediately afterwards which'll sproing your car into the air and take you over the top of the next bend causing you to plummet 200 feet to your doom. In *Stunt Car Racer* there are no fences to keep you on the track – cock up once and you damage your car badly.

WHAT'S THE DAMAGE, JOHN?

Damage to your buggy depends upon the severity of the crash. Little 'graunches' (such as landing a bit too heavily after a jump) cause a hairline crack to creep along the tubular steel framework of the car. Mega graunches cause 'impact craters' (little holes). When the crack reaches the craters, the car obviously isn't going to take much more abuse, so 'pottering about with Granny in an Austin Allegro' mode is required. Which means SLOW DOWN, or you'll lose control and lurch, sparking and grinding on to the tarmac as everything snaps.

When in practice mode there's a digital clock on screen, so you can monitor each lap time and try to beat it next time around. When your lap times are getting below one minute you should be ready to enter the 'league'. Oh, and you can save the game at any point – which means that if you make it to division three the computer can safely be reset. Just load in the league table next time you play and the Speccy will remember where it was you left off.

Stunt Car Racer is, quite simply, THE racing game to get. It's so atmospheric! And novel too. It'll leave you gasping as you take a ramp at 200 mph, and then watch helplessly as your buggy soars in a gargantuan arc through the air towards the landing bridge. Will it be a crunch or a boing? "Cruuuunch!!!" Oh no! *Stunt Car Racer* makes the Indy 500 look like a tricycle race through Toytown. And if it ever gets 'converted up' and finds itself strapped to a moving cabinet in the arcades...

final

LIFE EXPECTANCY	GRAPHICS
93°	93°
INSTANT APPEAL	**ADDICTIVENESS**
93°	93°

Diagnosis

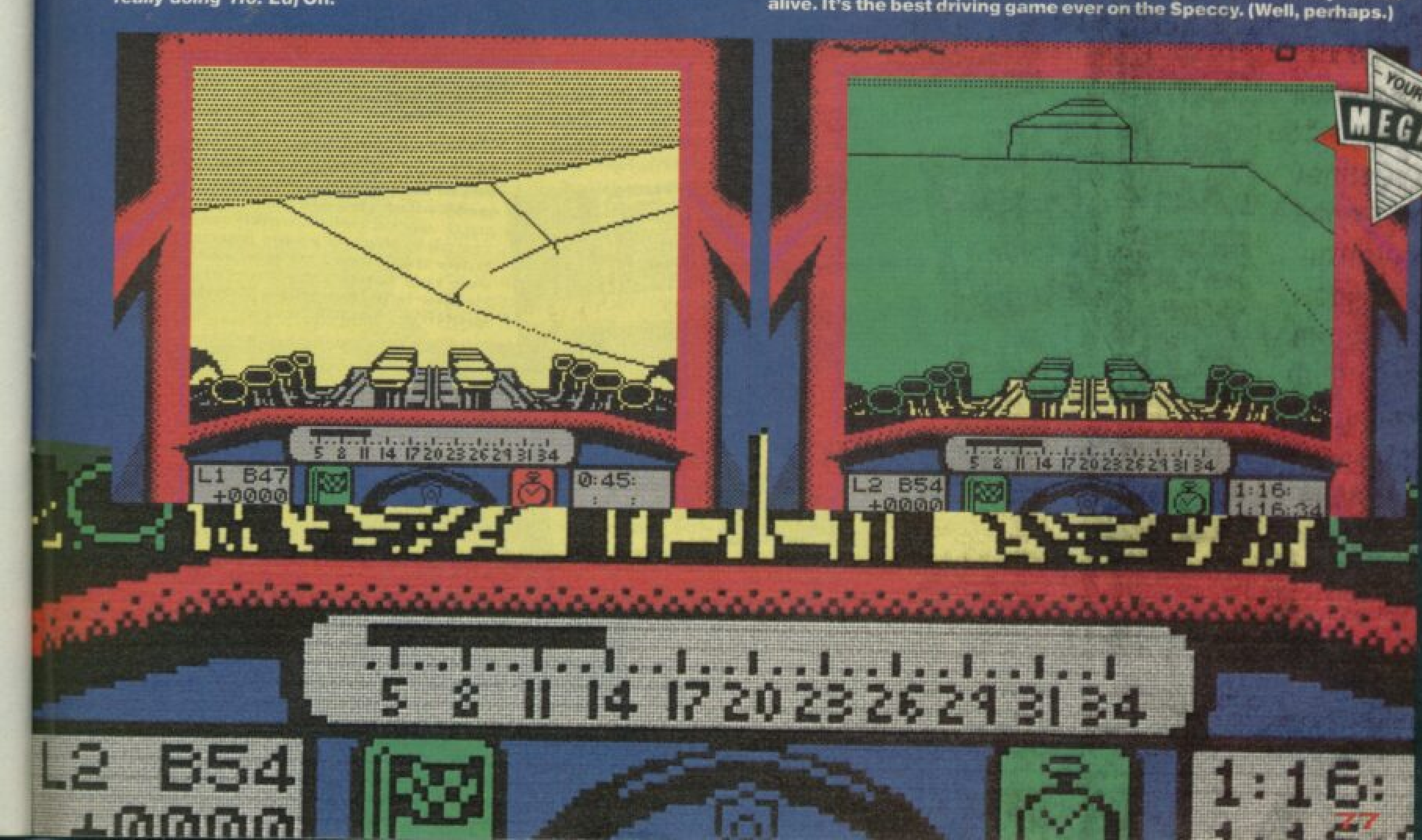
A gasp-a-minute, vertigo-inducing, solid-filled-vector-graphics road-racing game. The Speccy's processing speed has coped admirably (again) with a 'downgraded' 16 bit game.

93° verdict

Blimey! We only seem to be doing about 11 miles an hour. That can't be right, surely? (*Don't be a dope, Duncan. It's in tens so you're really doing 110. Ed*) Oh.

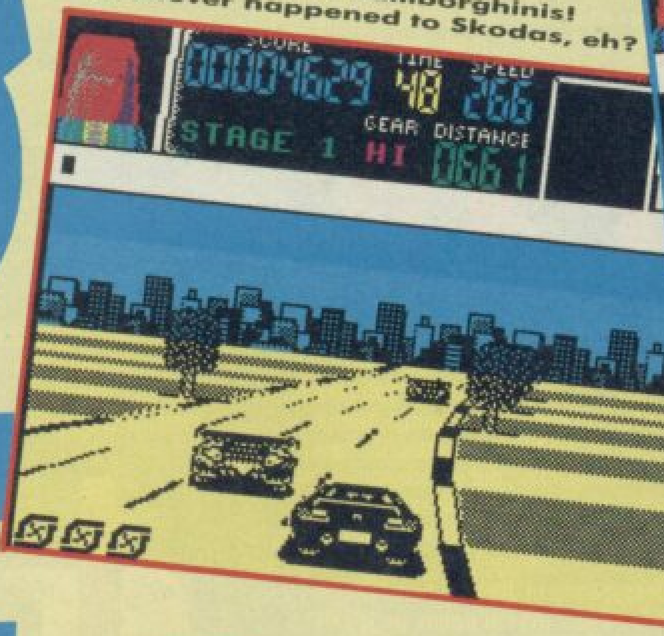
I know these screen shots look pretty boring, but that's because they're not moving, innit? Actually play the game and it really comes alive. It's the best driving game ever on the Speccy. (Well, perhaps.)

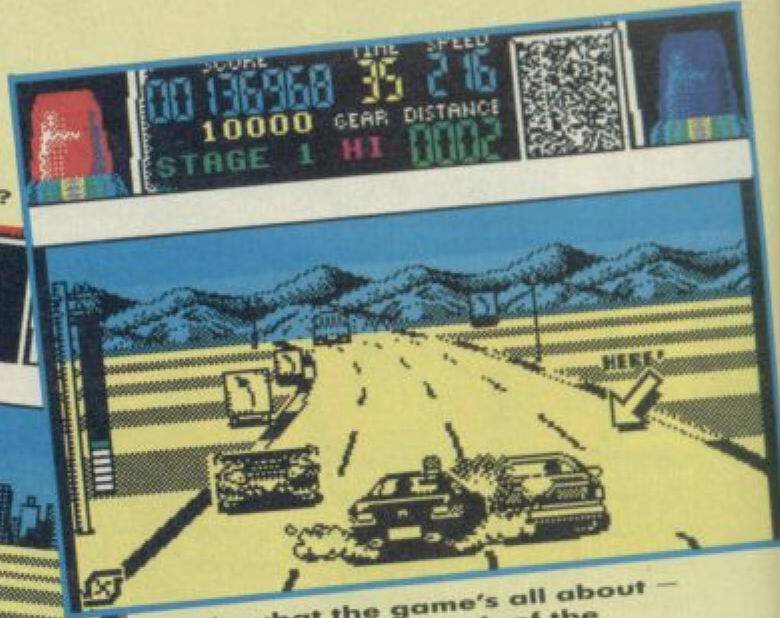
YOUR SINCLAIR MEGAGAME



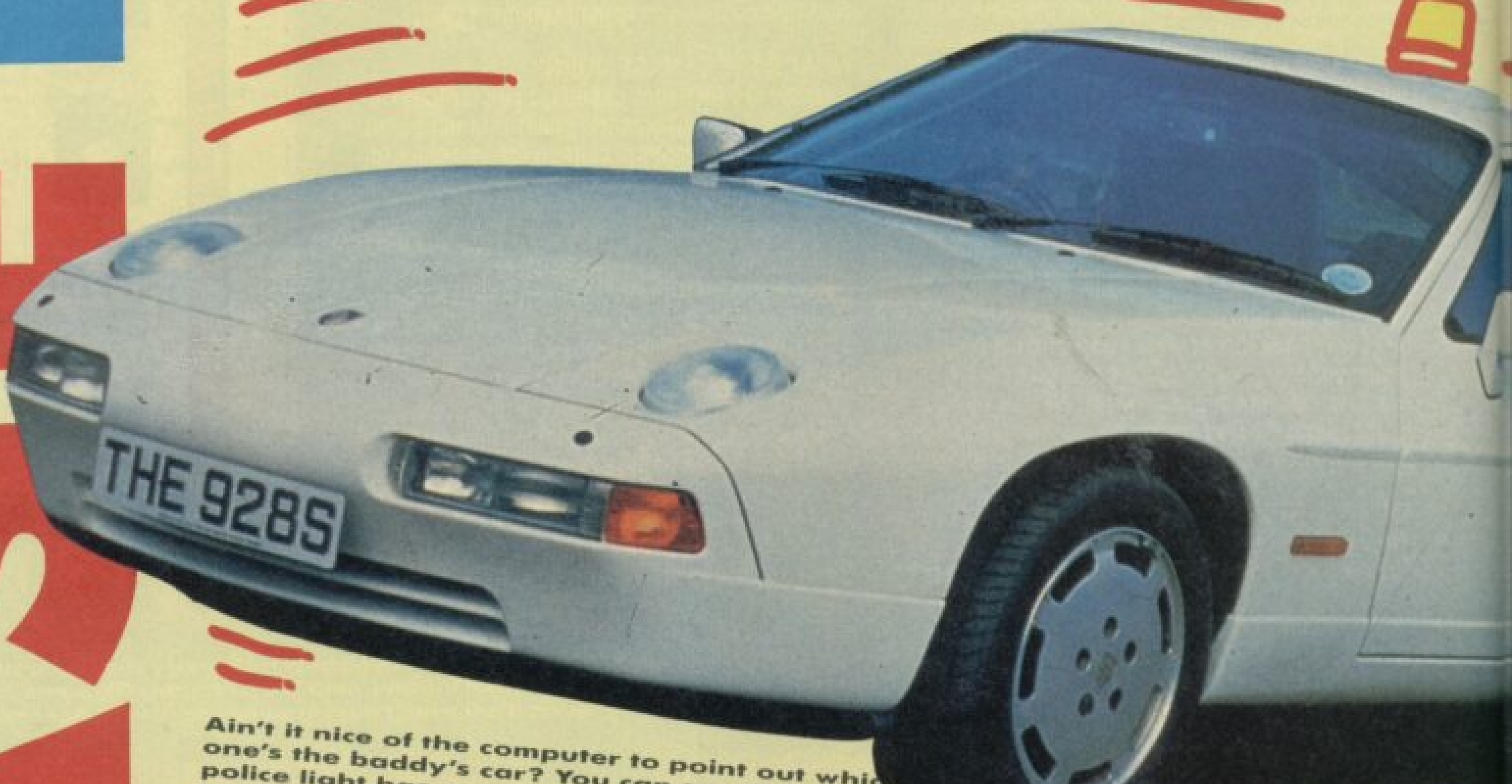
CHASE HQ

Weird place, this town. The police drive Porsche 928s and all the commuters have Lamborghinis! Whatever happened to Skodas, eh?





This is what the game's all about — smashing into the back of the baddies like there's no tomorrow. You've nearly got this chappie — his energy bar looks very low on the left there. Hurrah!



Ain't it nice of the computer to point out which one's the baddy's car? You can see that the police light has appeared on your roof (there's a nice sequence with a hand placing it there as you catch up) and the turbo boost is on full (check out the smoke wafting from the back of your car) so watch out, Mr Bad Guy!



Wahay! Three turbo boosts in reserve (they're the little propeller things at the bottom) and we're off to catch us some crooks. We've even managed to take the short route (you can see the long way curving away to the left there) so things're looking good!



Chase HQ is finally ready for inspection. Hurrah! *Matt Bielby* borrowed T'zer's Mini, spent nine hours recharging the battery, then tootled along to give it the once-over. Let's go, Mr Driver!



Whew! Got here at last. T'zer's blooming Mini, I dunno. I can't think of a word to describe it. Oh, tell a lie, I've got one. It's crap. Right then, Ocean chappy, start telling me about *Chase HQ*, why don't you?

"............................"

Erm, you know, start any time you like... when you're ready.

"............................"

Gordon Bennet, is anybody in there? *Chase HQ*? Er, are you sure you even work here?

"Oh, yes, my name's John O'Brien but my friends call me 'Jobbie'. I programmed the Speccy version..."

Great! Then perhaps you can...?

"...but I don't remember anything about it."

Oh, brilliant, 'Jobbie'. Swell. You're a real help. Look, I'll start telling them about the coin-op, and in the

BEE-WAH!

meantime you try and gather your thoughts to tell us about the Speccy version a bit later, okay? Okay. Blinkin' Nora, kangaroos in the top paddock or what?

Right, the coin-op. You should all have seen it of course, it's still one of the most popular machines up and down the country. Ciaran (Remember him? Yep, we try not to either) gave it a Corky Coin-Op last year, and pretty well deserved it was too. For those who don't know, it's a five level chase-and-smash-into-the-back-'em-up, with a story that goes something like this.

You play a couple of undercover cops — one black, one white — cruising around a coastal American town in a rather posh squad car — a Porsche 928!! All seems fine and dandy but... Yikes! What's this? There's a dangerous baddie on the loose and HQ want his collar felt p.d.q.!! And guess who gets the job? That's right, chummo! It's you. Basically the game's a bit of a swipe from *Miami Vice*, with each level split into two parts — you chasing after the fleeing perp (the game puts helpful arrows along your route to tell you which way to go) and then you catching up with him and trying to push him off the road. What made it great was a) the posh cars (all the baddies seemed to drive Lotuses, Ferraris and so on in this neighbourhood), b) the superfast scrolling road and realistic sound, and c) the fact that there was more of an actual game to it than *OutRun*. The trying-to-smash-people-off-the-road thing made it loads more playable.

So there we have it. A very, very nifty little arcade game — but was it a natural for the Speccy? After all, Ciaran only gave it a Convertibility Factor of five — I think he remembered what a disappointment the Speccy *OutRun* had been. Hardly set the world alight, did it?

Of course there's another big stumbling block for *Chase HQ*, namely the sheer number of driving games already cluttering up the shelves this yuletide. With *Power Drift*, *Hard Drivin'*, *Continental Circus* and *Turbo OutRun* competing for your seasonal dosh (to name but four) it'd have to be an exceptional game to really stand out from the crowd.

So, John, er, 'Jobbie', what do you say to that then?

"No."

No? No what?

"No, it won't be lost this Christmas, 'cos it's blooming good, that's why."

Ah, brilliant. Since your memory seems to have returned (hopefully for long enough to get this Megapreview done at least) perhaps you can tell us a bit about the Spectrum conversion.

"Well, certainly. I worked on *WEC Le Mans* — the Amstrad version at least — and I've been able to use tighter versions of those old routines in this one. So it's a much faster, smoother, less flickery game than that was. What else? Well, as you can see we've managed to include nearly all the elements of the arcade game. The little propeller icons at the bottom left are your turbo-boosts. You get three of these each level and they spin round when you're using them. Basically they make your car go twice as fast so you can really smash into the back of whichever baddie you're after and do some damage. You can tell when you've got them on too — the car trails tell-tail smoke out the back. They only last a few seconds though, so use them wisely!

"At the top of the screen you've got the faces of you and your partner grinning

BEE-WAH!

down at you and occasionally of Nancy from HQ — with instructions and wisecracks appearing underneath. All the rest of the stuff at the top — your speed and so on — is self explanatory. Oh, except for the gear thing. Your car's an automatic, but you do have to switch from low to high gear. Do that with the fire button — you have to reach over to the space bar with your big toe or something to get turbo-boost.

"Once you catch up with the baddies' car your partner sticks the little police light on top of the car, and it's smashing time! Wa-hoo! A gauge on the right shows the damage you're causing him. First up it's a 'white English sports car' (Lotus Esprit) then a Lamborghini Countach (I think) then um, er..."

Aww, c'mon, Jobbie, you were doing so well! What are the other cars?

"Err, um... There's the Lotus, and the Lambo, um..."

Yes, yes, we've had those. What else?

BEE-WAH!

"Um, an XJS I think, no, no, it's a Ferrari, then an XJS, then, um..."

Brilliant. You only wrote the damn thing. Okay, let's forget the cars. Anything else interesting to tell us?

"Oh yes. Well, it's a multiload, there are lots of great bits in it like rough terrain, long tunnels, trucks to avoid, sort of girders over the road and so on. In the second level a helicopter comes overhead to give you your instructions, and in one level (I can't remember which it is though) you drive much closer to the city with the buildings all around you. The backgrounds are neat too — you'll notice when you come out of a tunnel that the surroundings are totally different from when you went in."

Great, 'Jobbie'. Nearly there now. Any final bits you'd like to tell us?

"Yes! The 128K has sampled speech which is really nice, and all the opening sequences from the arcade are in there too. That's it really. It's basically a lot better than *WEC Le Mans*, very fast and very playable and very brill. Can I go now? Me mum's doing tripe and onions for tea."

Yes, of course you can, 'Jobbie'. Take a bow.

And there we have it. A very professional and very, very playable arcade conversion. Not to mention yet another contender for the Santa top slot.

Now let's hope that stupid Mini doesn't need bump starting again.

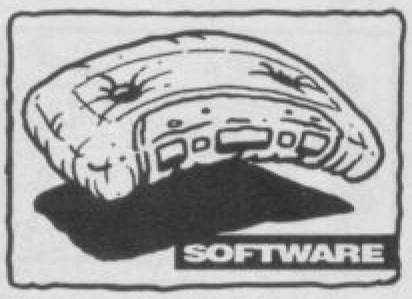
Game ..... *Chase HQ*
Publisher..... Ocean
Price .... £9.99/£14.99
Release Date .... December



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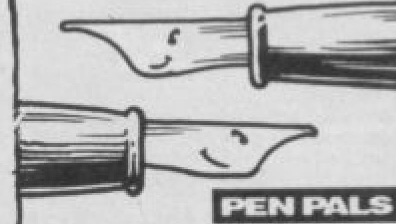


■ Spectrum +2 for sale, with Cheetah joystick and interface, £550 of software, books and mags. Cost £700, will accept £250 ono. Phone (0903) 44803 for details.
■ Fifteen year old +3 owner wants to swop games on disk or tape. I have almost every game ever written! So write to Simon, 17 Brooklands Road, Swinton, Manchester M27 3AT.
■ Wanted, any war strategy games like *Blitzkrieg*. Originals only please. Will swop for *Renegade 3, Batman, Go Crazy* and many more. Phone (0896) 2747 any time between 10am and 4pm. Ask for Cammie, or pop me a line at 22 Balmoral Avenue, Galashiels, TD1 1JU.
■ Will swop any of *Last Ninja 2, Operation Wolf, Robocop*, for any of *Two Player Super League, Kenny Dalglish Soccer Manager, Jaws* or *Licence To Kill*. Craig Slater, 6 Baberton Mains Wynd, Edinburgh, Scotland EH14 3EE.
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■ Wanted, *Silkworm, Operation Wolf, Forgotten Worlds* and others. Swop for games like *Double Dragon, Gunship, Nebulus* and *Fist II*. Write to Julian, 19 Shepperton Close, Great Billing, Northampton. Also wanted, *Human Killing Machine*.
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■ Will swop *In Crowd, Echelon, Road Blasters, WTSS, Star Wars, Dark Side, Go Crazy* and *Total Eclipse*. Any newish games considered. Write to Mark, 27 Deacon Street, Belfast, N. Ireland BT15 3EG.
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■ I have loads of budget games to swop. Send your list for mine. Paul Shedden, 12 Byland, Abbey Park, Illingworth, Halifax HX2 9JX.
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■ Wanted, your *Garfield* or *Road Runner*. Swop for some of my games. Other games considered. Send you list for mine. Mark Summers, 4 Swindon Hall, Swindon Village, Cheltenham GL51 9QR.
■ Please, have you any spare tapes you could sell me? I would like games etcetera. I am badly disabled and need something to pass the time away. Must be cheap. I would be so grateful. J Circuit, 31 Sandersons Croft, Kirkby, Thore, nr Penrith, Cumbria CA10 1XT.
■ Will swop *Football Manager 2, Heroes Of The Lance* or *Gary Lineker's Super Soccer*, all on +3 disk, for any +3 games. Phone Chris on Milton Keynes (0908) 75875.
■ Wanted, *Last Ninja 2* and *R-Type*. Swop for *Target Renegade, Savage, Leaderboard*, and *Earthlight*. If interested, write to William Hendry, 22 Viewfield, Keith, Banffshire, Scotland AB5 3BA, or phone Keith 7599.
■ Over 1,400 Spectrum Multiface POKEs. Send large sae and £2 to SA Clark, 210 Park Road, Sittingbourne, Kent ME10 1EP.
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■ Want games? Many new titles like *Renegade 3, Robocop, Afterburner*. Send your list for mine to Justin McCann, 13 Dhailling Avenue, Kirn, Dunoon, Argyll, Scotland PA23 8EF.
■ *Your Spectrum* issues 4-21, offers or I bin 'em. (*What!!!! It's an outrage!! Ed*) Ring Ken on (0262) 601615, or 13 St John Street, Bridlington, East Yorkshire, YO16 5NL.
■ I am willing to swop *Sidearms, Dan Dare* and a 20 pack game for *Barbarian*. If interested, ring Wellingborough 441739 and ask for Raymond.



■ Tall male (16) wants to meet pretty girl for fun and romance. Must like loud heavy metal music. Photos appreciated. Please, please hurry up and write soon, ladies! David Church, 66 Stonebury Avenue, Eastern Green, Coventry, West Midlands CV5 17FW.
■ My name is Carole and I'm 13½ and in need of a pen pal (or quite a few actually). I like computing, Michael J Fox, Timothy Dalton, and other hunks. I hate school and I've got blonde hair. Promise I'll write back to every letter I get. Carole, 4 Poplar Place, Fishponds, Bristol BS16 3QH.
■ Nineteen year old male seeks female pen pal between the ages of 15-21. Interests include writing good programs, pop music and sport. Photo essential. Get scribbling to Andrew, 84A Bowes Road, Palmers Green, London N13 4NP.
■ Please, please, contact me 'cos I'm deeply depressed and without happiness. So write now, with photo if possible. I'm 15. Gillian, 6 Lowbiggin, Westerhope, Newcastle Upon Tyne NE5 4PR.
■ Fourteen year old male looking for female of same age with warm personality. Interests include music, karate, and computers. Please include photo. Julian Williams, 162 College Road, Deal, Kent CT14 6BY, or tel (0304) 365006.
■ Ten year old boy seeks pen pals from around the same age. I own a +2 Spectrum and would like to swop games and POKEs. All letters answered. Bryan Hackett, 18 Rawlinson Street, Barrow in Furness, Cumbria LA14 2DU.
■ Hi, I'm John and I'm looking for a pen pal to teach me a few basics. Write to 99 Lockwood House, London SE11 5TD.
■ A lonely girl aged 14 is looking for an interesting boy to write to. I like good music and going out, so write now if you've a sense of humour. Andrea, 78 Leighswood Avenue, Aldridge, Walsall, West Midlands.
■ I'm a +3 owner and want to exchange hints, tips, and games with male or female pen pal aged 15+. John Nicholson, 52 Barmouth Way, North Shields, Tyne And Wear NE29 7RZ.
■ +3 owner seeks +3 owners! Have loads of everything to swop, so don't just sit there! Get writing to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkida, Greece.
■ I am a 17 year old male, interested in all sorts of things, seeking 16+ male or female pen pals from all over the world. All letters answered. Photo if possible. Write to Paulo Fernando, Praça Marquês De Pombal, 122 1°, 4000 Porto, Portugal.
■ Hi! I'm Tony. Male and female pen pals wanted (16+) with a good sense of humour and a love of music (U2, Smiths). Write to 5 Pitcairn Road, Pennywell, Sunderland, Tyne And Wear SR4 8EP.
■ Cute 'n' cuddly? (*Actually, yes! Ed*) Female 'n' friendly? (*Erm... Ed*) I'm 15 and keen, so if you're about my age, don't turn over this page! But write to Steve Smith, Whitecrest, 1 Grassmere Close, Harnham, Salisbury, Wiltshire SP2 8DG. (Oh! And you must like athletics or pop!)
■ Sixteen year old Bologna supporter wants to write to boys or girls who like soccer, especially English, Spanish or Greek. Maurizio Gallina, Via Panizzi 61B, Milano, Italy, 20146. PS If you like Inter, don't write. I hate it!

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■ Hey! Did anybody out there ever buy *Kwah* (the sequel to *Redhawk*)? If you did, then please let me know now! Call Ken on Northwich 593985.

■ Wanted, *Tour De Force* and *Super Hang On*. Swop for *Predator, Rocco, Rock 'n' Wrestle, Back To The Future*. Originals only. Contact C Quinan, 9 Pen-Y-Dre, Gurnos, Maerthyr, South Wales CF47 9DY.

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■ Wanted quickly! CP/M + operating system for +3. Will swop *Alien Syndrome* and *WEC Le Mans* original +3 disks. Write to Douglas Bryson, 11 Belmont Crescent, Stranraer, Scotland DG9 7BS.

■ Wanted *Renegade* and *Rampage*, for *Eddie Kidd, Nifty Lifty, POD, Bomb Fusion, Popeye*, and *Trap Door*. If you've any other games, send them in! Phone Warley 565 3186 after half past six. Thank you.

■ Wanted, Opus Discovery 1 disk drive. Swop for *Afterburner, Marauder, Enduro Racer, 19, Max Headroom, Ancient Battles*, and issues 10-20 of *YS*. Also wanted, Speccy printer, swop for ten games and issues 23 and 33-40. Include rolls for printer if possible. Phone Paul on Stalybridge 303 1344, and please hurry!

■ RGB interface required for Spectrum 48K+. Write to Quintin Parker, 6 Manor Court Road, Hanwell, London W7 3EL.

■ Wanted, Multiface 1 with instructions, and/ or a modem for Micronet. Phone 23785 (Swindon) or write to Jon Arnold, 12 St Albans Close, Swindon, Wilts SN2 2ES.

■ Wanted, printer for Spectrum 128 +2. Please phone (0744) 57160.

■ Wanted, user tape and manual for 'Echo Soft' musical keyboard. Contact JD Wakinshaw, Dunromin, Castleton, Whitby, N Yorks YO21 2EZ.

■ Wanted, Multiface 1. Will swop *Saboteur, Scooby Doo, Leviathan, Army Moves*, and *Computer Maniacs Diary*. Please write to Jamie Parker, 116 Campfield Road, Eltham, London SE9 5JD.

■ Anyone got an old Corgi Batmobile they would sell to me? Doesn't have to be boxed, but would prefer good condition. Please write, stating your price, to David, 173 Shakespeare Road, London SE24 0PY.

■ Wanted, +3 manual. Will swop *Operation Wolf, Zynaps, Green Beret, Great Escape, Army Moves, Psycho Soldier, Night Rider, Street Hawk, Frankie Goes To Hollywood, Rambo, Miami Vice*. Phone Paul on (0254) 776128.

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■ Wanted desperately, Spectrum +3 in excellent condition, with heaps of new games (preferably on disk), and joystick. Write to Benjamin Smith, 198 Main Road, Ocean View, Dunedin, New Zealand.

■ Desperately seeking a Spectrum +2! Also these here books... *Spectrum Shadow ROM Disassembly, Understanding Your Spectrum* and *Spectrum Microdrive Book*. Oh yes! Nearly forgot the *Spectrum +2* by Ian Sinclair. Help!! Roger, 50 Fox Howe, Coulby, Newham, Middlesborough, Cleveland TS8 0RU.

■ Wanted urgently, *Jet Set Willy 2* by Softricks! Please contact James on St Albans (0727) 40095.



■ File, expenses and spreadsheets, £2.50 each. Send PO or cheque to 14 Holst Close, Lowestoft, Suffolk NR3 39BZ. Sorry, no disks, cassette only, Speccy only.

■ *Brick Thwack, Fishy*, and *29*, three games written by me! If you want them, send £2 cash and a cassette to Miss A Nunn, Craiglea Guest House, Aviemore, Scotland PH22 1RH.

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■ *Superlock* for the 48K Spectrum is out and costs 50p! Send an sae and 50p to James Mintram, 41 Hillcrest Road, Westborough, Guildford, Surrey GU2 6HR. Don't worry 128K'ers, I'm working on one for you! PS Anyone got a copy of *Dizzy 1*? Will swop for *LA Swat, Krakatoa, BMX Sim, Manic Miner* or *Yogi Bear*. (*Oi! That's two ads! Ed*)

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■ *Spec-tech-Nine* brilliant tools for programming, front design, re-addresser, £2.00 with tape or own disk, £2.99 without tape. State if using 2/3. Cheques and sae to Chris Binnie, 19 Marmion Road, North Berwick, East Lothian EH39 4PQ.

■ Need a POKE or tip of any kind? Help is at hand. Send 50p and an sae with the name(s) of the game(s) needed. Write today, without delay, to Fiona Robertson, 23 Lawrence Street, Broughty Ferry, Dundee DD5 1ET.

■ Great new +3 users group. Monthly newsletter and bi-monthly magazine on disk, public domain library, special offers, etcetera. For full details, please send an sae to Daniel Garner, 57 Lovers Walk, Dunstable, Beds LU5 4BG.

■ Closing down sale!! All 'CairnPOKEs' POKEs, maps, solutions, adventure maps and solutions, and more, must go!! Over 50% off!! Catalogue 40p and sae, to CairnPOKE, 246 Comber Road, Lisborn, Co. Antrim BT27 6XZ. Hurry.



■ *Nemesis* fanzine, just 60p. Role-playing 'zine, *AD&D, Runequest*, and more. Eight page mega scenario, fab artwork, highly professional. Mag fully typset and going fast! So hurry, cheques/POs to Ian Bond, Boswedden House, Cape Cornwall, St Just, Cornwall TR19 7NJ.

■ *RGB*. Something is about to happen that will bring the Spectrum fanzine world to its knees! 12 Oakfield Avenue, Birstall, Leicester LE4 3DQ. Out soon 50p.

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■ *Splat!*, the new friendly Speccy mag. For your free — yes, I said free — copy of the info pack, write to me at 67 Eversley Avenue, Barnehurst, Kent DA7 6RG. (*Right, yes, and who are you? Ed*)

■ *Basic* is back! The A4 fanzine with something for every Speccyist! For the latest copy, send a cheque/PO for £1 to K Jarman, *Basic*, 18 Poplar Close, Biggleswade SG18 0EW.

■ *POKEs And Prods*, the great new Spectrum mag! It's got reviews, POKEs, quizzes, news. So come on, send just £1.00 to Scott Griffiths, 17 Woodstock Street, Hucknall, Nottingham NG15 7SP.

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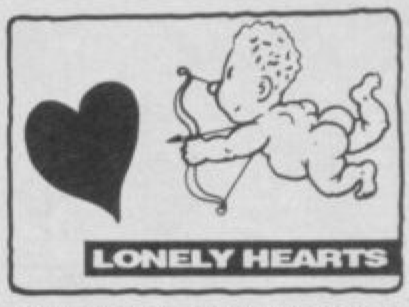
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■ *Sinclair Spy*, a tape fanzine for Spectrum and SAM Coupé owners. (*Are there any? Ed*) It's cool and it's got the lot. For issue one, send a tape, your name/address and a cheque/PO for £1 to *SS* 1, Birch Grove, Sandy, Beds SG19 1NG.

■ New *Speccy Express*. First five buyers get full price game! Reviews, POKEs, arcades, budgets. Send £1 cash/PO, p&p included, to David Foskett, 155 Turnpike Drive, Luton, Beds LU3 3RB.



■ Attractive 14 year old male looking for girl of same age with (preferably) blonde hair and good looks for possible relationship. Must live in Hull, so please write to Gary Dalton, 40 Arcon Drive, Anlaby Road, Hull HU4 6AD.

■ Sixteen year old female seeks 16-20 year old male who likes music (not Bros or House), having fun and computers. Please send a photo if possible. Carol, 7 Parliament St, Poole, North Humberside DN14 6SW.

■ Wanted two attractive females for two attractive males, aged 12. Send photo to Jamie, 7 Hazeldene Road, New Moston, Manchester M10 0GL. Telephone (061) 688 6009.

■ Lonely 16 year old male seeks female 14-16 years of age. Please send a photo. All letters guaranteed replies. Don't waste any time, girls, put your pen to paper now. David Clements, 21 Countess Road, Lower Darwen, Blackburn, Lancs BB3 0RE.

■ Lonely 12 year old wishes to contact girl of same age. Interests include weaving, flower pressing and computing. If interested, contact me, Thomas Nesbit, on (01) 858 9976. Please do!

■ Hi there! Lonely 12 year old male seeks funky 12 year old female, interested in pop music and cinemas. All letters answered. Please send recent photo. J O'Reilly, 56 Stanley Avenue, Greenford, Middlesex UB6 8NP.

■ Hi! I'm a 13 year old boy looking for a girl of the same age. Not a relationship, just a good laugh! All letters answered, enclose a photo if possible. Robin Tetley, 69 The Maltings, Alma Road, Rotherham, S Yorks S60 2JA.

■ Fourteen year old boy, looking for good looking, fun loving female who likes going out a lot. Please send photo, replies to all letters. Must like Jason Donovan. Gareth Williams, 14 Glastonbury Road, Sully, S. Glam CF6 2PZ.

■ Hunky 15 year old seeks sexy girl of same age. Must be fun loving and like going to discos. Please send photo. Replies to all letters. Marco Camilleri, 32 Clive Place, Penarth (*Shakin' Stevens' birthplace if I'm not much mistaken! Ed*) S. Glam CF6 1AW.

■ Hi! Would you like to write to a lonely 15 year old? If you're female and over 14, then write to me! My interests include horror films and heavy metal music. Stephen McVey, 7 Fulmar Crescent, Ardersier, Inverness IV1 2SU.

■ Hi there! My name is Jon, and I'm 14 years old. I'm looking for a girl aged 14-15. Looks are not essential. Please send photo. All letters answered. Hurry up! Send to Jon Barfoot, 89 Kitchener Crescent, Poole, Dorset NH17 7HY.

■ Hunky 17 year old male looking for attractive female, interested in computers, sport and music. Send a photo to Michael Bruce, 4 Park Place, Lonanhead, Forfar, Angus DD8 3NA.

■ Twenty year old male seeks good looking female pals 17+ for mutual friendship. Write with photo to Clive Tarplee, 84 Belmont Road, Westgate On Sea, Kent CT8 8AY. All replies answered.

■ Are there any good looking blondes out there, age 14+, needing a hunky male pen pal of the same age? Well, if you do, write enclosing a photo to Steve, 23 Latham Way, Bebington, Wirral, Merseyside L63 9NX.

■ Hunky 12 year old male seeks attractive 12+ female. Hobbies include, computing, sport, horses, and having a good time. Send photo. Lawrence Reed, 89 Park Lane East, Reigate, Surrey.

■ Two lonely 17 year old girls seek two fun loving males between 16-20. We have a good sense of humour. Please send photos. All letters will be answered. Rachel, 13 Stanhope Road, Reading, Berkshire RG2 7HJ.

■ Fourteen year old female seeks fun loving male of any age. All letters answered. Try to include a photo please. Write to Emma Edwards, 200 Rivermill, Harlow, Essex CM20 1PB. Thanks for listening. (*Reading actually. Ed*)

■ Fourteen year old male looking for female of same age with a great personality. If interested, write to Paul, 14 Steer Street, Burnley, Lancs BB10 1TF.

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CABAL

Ocean/£9.99 cass/£14.99 disk



Jonathan A 'cabal', as any fule kno, is a secret plot, esp. a political one. Which is probably why this game is called *Cabal*, because it features you in the role of a mega-hero sent out to foil a terrorist plan by blowing the little beggars away. In other words – dakkadakkadakka splat argh ar'm hit neow blam and so on.

Operation Wolf is obviously the inspiration behind *Cabal*, although the new game builds heavily on the original and requires a more subtle playing technique. Rather than viewing the battlefield through a scrolling window, you see it one screen at a time, if you see what I mean. No? Sigh. *Cabal* consists of 20 screens, split up into five levels of four screens each. (The levels multiload on 48K.) Before you can move on to the next screen you must blow away a certain number of baddies, and much of the scenery as well if you want to. The computer then flips you to the next screen where you must do much the same thing. And so on. At the end of each level there's a horrid big baddy which must be knocked out before you can progress.

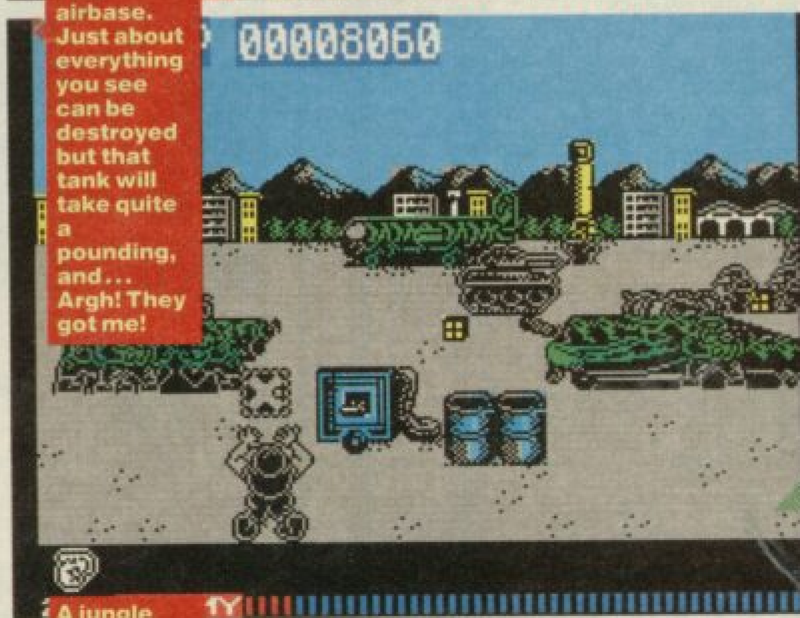
Other differences are that instead of merely moving your gunsight around and shooting things you've got to keep an eye on your little guy at the bottom of the screen. Every so often you have to stop shooting and move him out of the way of the bullets, grenades, bombs and stuff that are hurled at him by the enemy. The way it works is that when you hold down fire and move the joystick the gunsight moves and the bloke stands still, and when you're not pressing fire the chap wanders around from left to right. You'll find you'll need to do about half and half. There are also grenades and add-on weapons to collect (a machine gun, which fires much faster than the usual one and clears the whole screen in about three seconds, and a bazooka which marmalises vast chunks of the enemy with one shot). The scenery acts as cover which either you or the terrorists can hide behind until it gets 'crumbled'.

The game follows the coin-op original extremely closely, although the graphics are more cartoony, Spectrumy (which figures) and nicer I think. Just about everything from the coin-op is here, including the lethal helicopters which hover above you dealing death and the massive end-of-level baddies which are highly imaginative and very tough to deal with. It also plays just like the original – tough, but not so hard that you get stuck on the first level for ages.

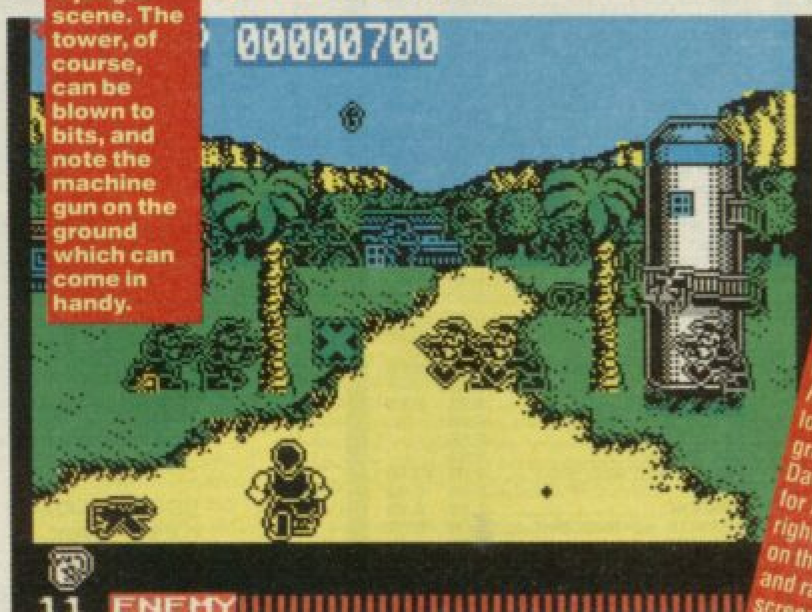
Cabal is without a doubt (not even a teeny little one) one of the finest conversions I've ever seen. It recreates the coin-op's atmosphere of total death and destruction perfectly, making it one of the ultimate Speccy shoot-'em-ups. It's miles better than *Op Wolf*, light years in fact, parsecs almost. It's great.



Here's the marine base. Those flippers sticking up out of the water belong to someone I've just obliterated. Snigger!



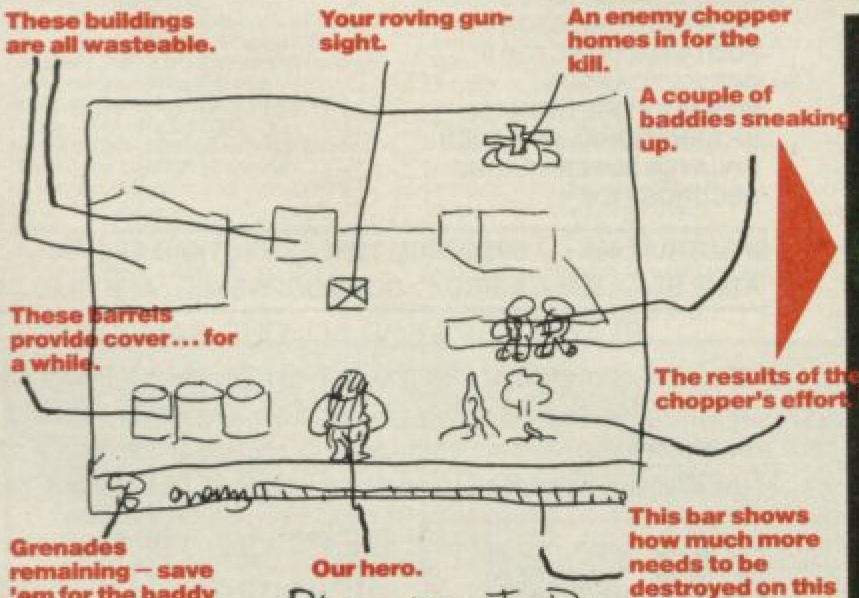
The airbase. Just about everything you see can be destroyed but that tank will take quite a pounding, and... Argh! They got me!

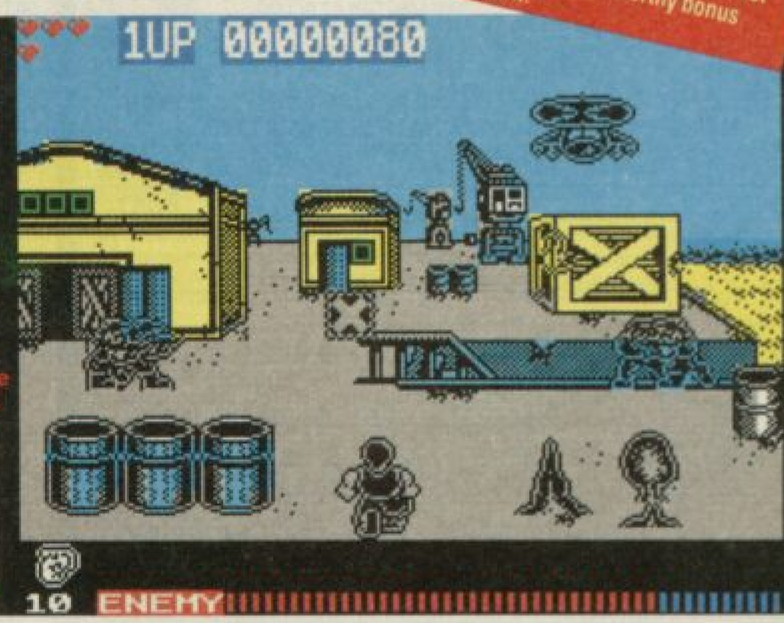


A jungle scene. The tower, of course, can be blown to bits, and note the machine gun on the ground which can come in handy.

PROGRAMMERS CORNER

Cabal on the Speccy comes from the highly potent Special FX. The coding is by Jimmy Bagley, responsible (although perhaps that's not quite the right word) for *Red Heat*, *Road Runner* and loads of other biggies, and the graphics were done by Charles Davies who also did the same job for *Batman*. If you can find the right combination of keys to press on the title page there's a secret and rather fnar-worthy bonus screen!





ACTION FIGHTER



THE LEVELS

There are five levels of four screens each. A nice touch is that you can see the next screen on the horizon if you look closely.





LEVEL ONE

First blast your way through an occupied village, then enter and raze to the ground an enemy airbase. Then a sort of helicopter thing swoops down and needs to be taken apart.

LEVEL TWO

This takes you across a lake, which is full of baddies of course, then up a beach, through the jungle and into a marine base where divers pop up and down shooting at you. A submarine then surfaces, just asking to be returned to the murky depths from whence it came.

LEVEL THREE

Blow your way through the docks, where cranes and buildings can be shattered and mangled. Then you'll come across a ship teeming with terrorists. Nuke it! The end-of-level nasty then moves in – and boy, it's a toughie.

LEVEL FOUR

Trampling through the woods you come across a ruined town. Billions of baddies appear, so show them no mercy. The grand finale takes the form of a series of guns which pop up, unleashing streams of lead, and then pop down again.

LEVEL FIVE

Clamber up the mountains to another village, battle through it and you'll come across a heavily guarded enemy base, which is no fun at all. Save your grenades up for the awesomely tricky baddy at the end.

YOUR SINCLAIR MEGAGAME

final

LIFE EXPECTANCY 92° | GRAPHICS 93°
INSTANT APPEAL 95° | ADDICTIVENESS 94°

Diagnosis

A truly maaaaarrvellous coin-op conversion which will be the source of immense pleasure to those with a bloodthirsty streak. A 'must'.

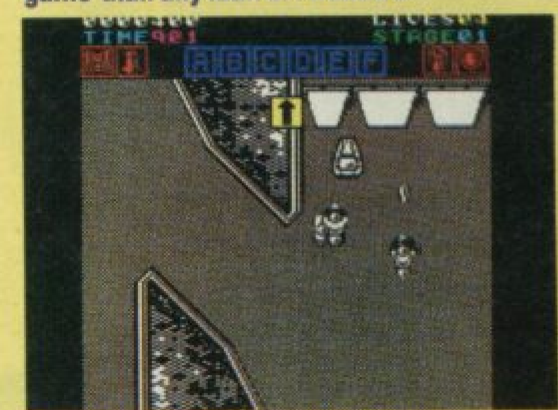
93° verdict

Firebird/£9.99 cass/£14.99 disk



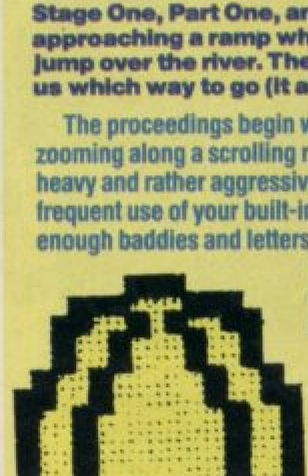
Jonathan Remember *Spy Hunter*? Well, this seems to be the sequel, and judging by its copyright date on the title screen, it first appeared in the arcades quite a while ago. *Action Fighter* is based very heavily on its predecessor, which straight away tells us that simplicity is the name of the game. It also means that *Action Fighter* is a bit crap, although that's most likely more to do with the original arcade game than any fault of Firebird's.





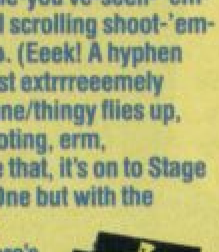
Stage One, Part One, and we're just approaching a ramp which should allow us to jump over the river. The yellow arrow shows us which way to go (it always points up).

The proceedings begin with you on a motorbike zooming along a scrolling road. The traffic is fairly heavy and rather aggressive, so you'll need to make frequent use of your built-in laser. Blow away enough baddies and letters will start floating down the screen. These, if grabbed fast enough, will eventually transform your bike into a car (although how this benefits you I'm not sure). The car eventually sprouts wings and sets off into...



Part Two. This is a radical departure from the original *Hunter* theme, but looks to me like a bog- standard, run-of-the-mill, seen-one-you've-seen-'em-all scrolling shoot-'em-up. (Eeek! A hyphen invasion!) The screen rolls past extrrreeemely slooowwwly, and your car/plane/thingy flies up, down, left and, yes, right, shooting, erm, everything. When you've done that, it's on to Stage Two — very much like Stage One but with the graphics changed round a bit.

At the end of each stage there's some kind of mission to complete. The missions include blowing up a submarine, some hover tanks and helicopter gunships.



Gripping stuff. As in *Hunter*, trucks draw up alongside you every so often to bestow you with add-on weapons if you drive aboard.

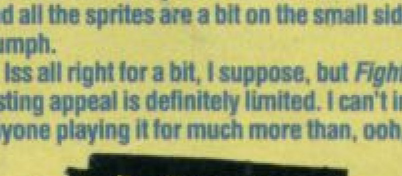
Although furious attempts have obviously been made to spruce the game up, it still plays pretty much like the other game. You may consider this to



Stage Three, Part Two, and we're airborne. The gun sight shows where your bombs will land and, well, you can probably guess the rest.

be no bad thing — some reckon *Hunter* is an extremely addictive game. Not me though. I wouldn't say the graphics are much better than *Hunter* either. They're in monochrome for a start, and all the sprites are a bit on the small side. Humph.

Iss all right for a bit, I suppose, but *Fighter's* lasting appeal is definitely limited. I can't imagine anyone playing it for much more than, ooh, a very



short time. I haven't played the arcade original, so for all I know this could be a very good conversion. There just isn't enough here to allow it to compete admirably in today's overcrowded market.

final

LIFE EXPECTANCY 47° | GRAPHICS 67°
INSTANT APPEAL 70° | ADDICTIVENESS 60°

Diagnosis

Not a particularly good scrolly road game, but sort of all rightish in its own way.

62° verdict

YS SUPE

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CHRISTMAS

YOUR SINCLAIR BEST·BUY

Hewson/£12.99 cass/£17.99 disk



Jonathan Okay, so Christmas is still a few weeks off, but I'm sure you're all already wondering what to put in big red capital letters as first choice on your prezzie lists. I'm also pretty sure you can guess what Hewson would like you to put there. And here it is. The splendiferous, soopa doopa, who-dressed-the-baby-up-and-stuck-her-on-top-of-the-Christmas-tree *Christmas Collection*!! After all, the house will be crawling with undesirable relatives and the last thing you want to do is sit there discussing school. So let's see how much of a Chrimbo blues-buster it really is.

ELIMINATOR

I never actually got around to playing this one when it first sprung forth, and it would seem that I missed out on something bordering on the serviceable. It's essentially a road-scrolling-towards-you game, but in a space setting and with formations of aliens to shoot, things to avoid, all that sort of stuff. The trouble is that it kinda grows on you for a while and then fades away. I don't think it's got anything to do with the horrendous graphics, which were obviously designed on a black and white telly in the hope that they'd look all right in the end. There just doesn't seem to be enough to it to make up a complete game. All the same, *Eliminator* has the potential for a bit of fun in between playing all the other bits and pieces on the tape.

Eliminator



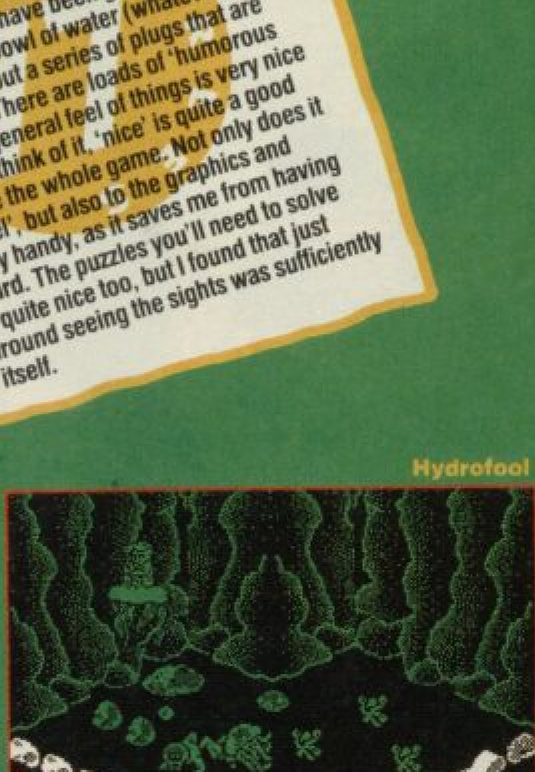


Uridium Plus

HYDROFOOL

This is one of two contributions from Gargoyle "Where are they now?" Games, a company that's more vividly remembered for its surreal arcade adventures. As you can probably see from the piccie, it's in 3D and takes place entirely underwater. As Sweevo, the star of that other game *Sweevo's World*, you have been given the job of emptying the Deathbowl of water (whatever that may be) by pulling out a series of plugs that are scattered around. There are loads of 'humorous touches' and the general feel of things is very nice indeed. Come to think of it, 'nice' is quite a good word to describe the whole game. Not only does it apply to the 'feel', but also to the graphics and sound too. Very handy, as it saves me from having to think too hard. The puzzles you'll need to solve are probably quite nice too, but I found that just swimming around seeing the sights was sufficiently amusing in itself.

Hydrofool



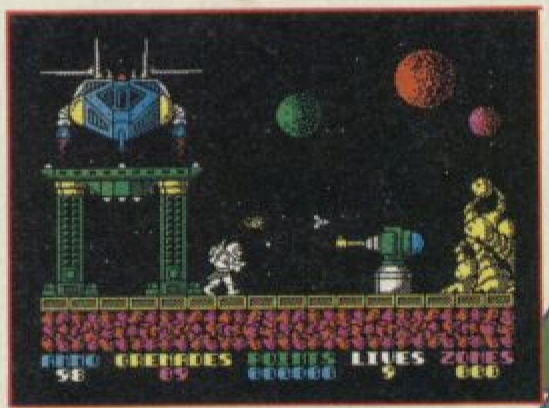
URIDIUM PLUS

But what else? Well, what it all boils down to is the original game with a few add-ons scattered around the place. And considering this is the jobby that established Hewson as one of the most sickeningly slick outfits around it's no surprise that it's such a corker. In case you've forgotten the plot (I had) the idea is to fly around over a long, thin spaceship blowing things up and avoiding bits that stick up from the surface. As well as having some of the fastest scrolling and spookiest graphics in history, *Uridium* is also extraordinarily addictive. There are loads of levels, graduating nicely from difficulty to difficulty, and you'll probably have to replace your joystick at least 7,022 times before you crack them all.

COLLECTION

CONTINUED

CHRISTMAS COLLECTI



Exolon

EXOLON
This was Mr Cecco's first offering, although it probably surpasses most people's 109th. It originally appeared amid gasps of disbelief and thuds of astonished reviewers hitting bare floorboards, but underneath the fab graphics and apocalyptic explosions *Exolon* is really fairly tedious. There, now I've said it. All the game involves is walking through each of 125 or so slightly different screens and shooting things. Vitorc, the guy you control, can also dress up in an exoskeleton suit which reduces his manoeuvrability but protects him from the majority of alien forces. He also has the delightful ability to release missiles from a launcher on his back. These streak off towards their targets, which then evaporate in the usual puff of smoke. It's definitely worth having as part of a compilation, but whether you'll still be playing it after you've discovered the cheat and plodded through all the screens is another matter altogether.

LIGHTFORCE
This is the other Gargoyle number in the bunch, and while not exactly bad it's probably the most lacklustre of them all. It's an attempt to bring the scrolling shooter to the Speccy in full colour – something it achieves very well. The amount of colour scrolling all over the place is most impressive, although if you look closely you can see the giveaway black outlines and character-by-character movement. It's this chunky movement, I think, that ruins the illusion of arcadyness. It does mean, however, that everything can bomb around the screen with alarming speed making the game extremely tricky to get to grips with. The plus points are that the graphics are truly superb and Andy says, "I really, really love those noises…" I think (and hope) that he was referring to the game.

Lightforce


Phew, at an average of about 78° each, and all six for £12.99, that works out at, eeerm, pretty good value really. There isn't a single rubbishy one among them, and they should keep you out of range of the festivities at least until the New Year. So long as there's still some of that turkey left when you've finished your waggling you'll probably end up sending Hewson a thank-you letter too.

CYBERNOID II
Another Hewson original, from its pet programmer Raffaele. Quite a handy person to have around, and this is his tastiest program to date (that I've played anyway). The screen positively seethes with colour. Debris flies in all directions. Sprites appear, launch things at you and then disappear, hopefully in a disintegrating mass of flashing pixels. There are piles of add-ons to collect, which slowly transform your ship from merely being a devastatingly powerful killing machine which not only obliterates anything that strays into its path but also wastes its family, close friends and pets, to being a craft possessing such awesome powers of destruction that your joints start to leak sinovial fluid if you so much as look at it. In amongst all this excessive violence there's also an excellent game with some beautifully designed screens. I still haven't found a way to get past the second one without losing a life, but then I'm probably quite stupid.

Cybernoid II


final

LIFE EXPECTANCY	GRAPHICS
95°	90°
INSTANT APPEAL	**ADDICTIVENESS**
95°	92°

Diagnosis

One the the best compilations floating around. Requires little in the way of brainpower, but on Boxing Day that's probably just as well.

93° **verdict**

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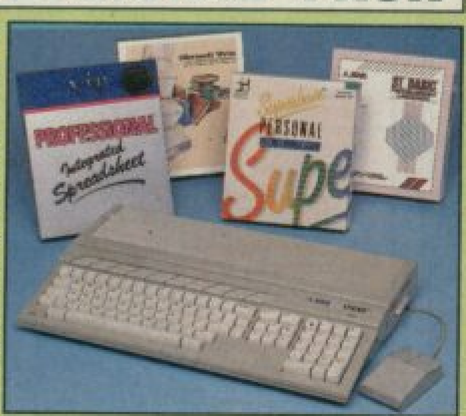
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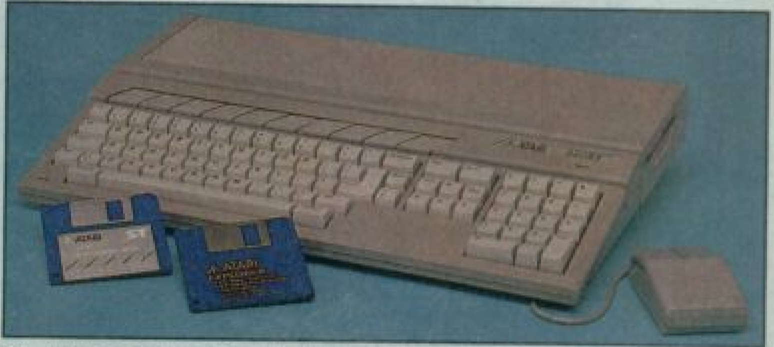
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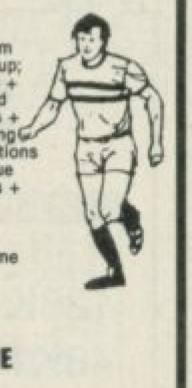
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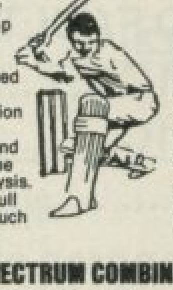
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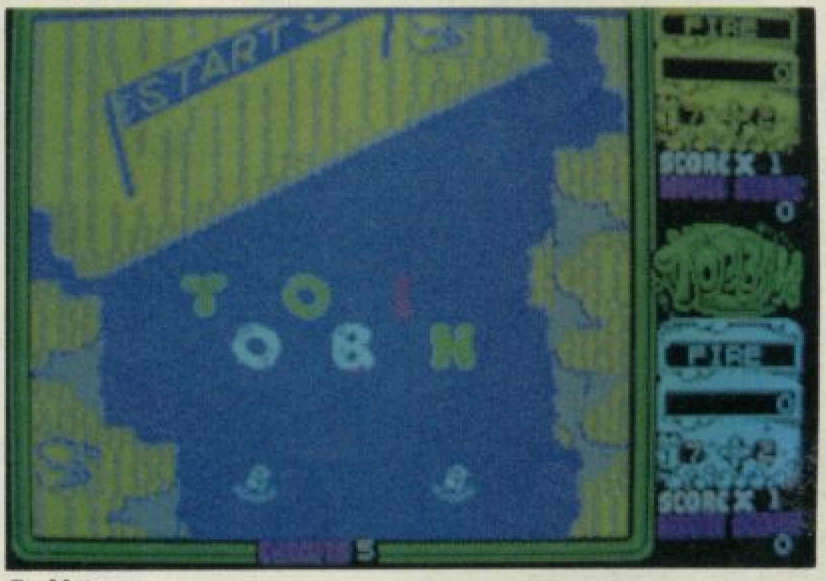
FUTURE-SHOCKS

And they're under starter's orders, all lined up and raring to go for this, the prestigious Christmas Speccy Prezzie Challenge of 1989. (Bated breath here, viewers.) And... and... AND THEY'RE OFF!!

Toobin'

Tengen (Domark)

Toobin', or not *Toobin'*, that is the question. Whether 'tis nobler... qhem. Ah, yes. *Toobin'* the coin-op, what a neat little doobrie this was — a two player charmer with you (and

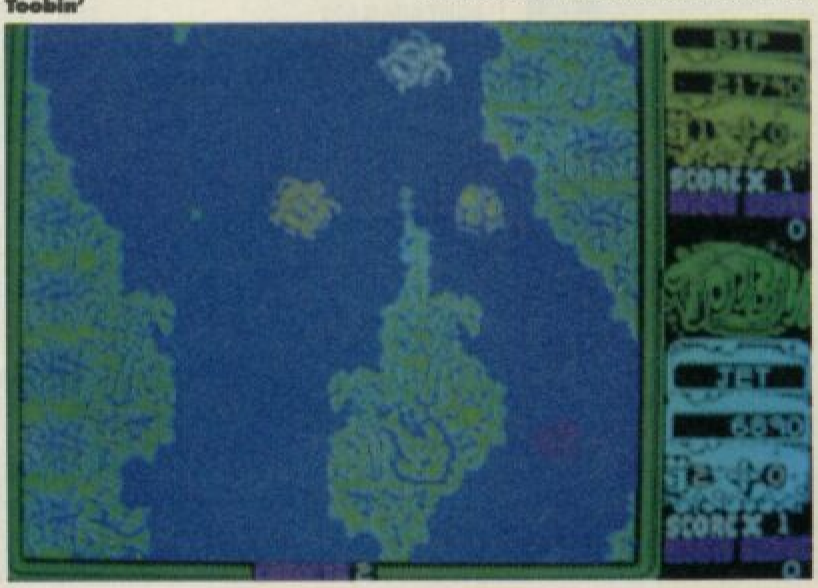


Toobin'

a mate) as a couple of good time dudes shootin' the rapids, jumpin' the gaters and generally havin' a groovy ol' time.

Now along drifts the Speccy version, and it sure sounds like a wild ride! Basically it's a cartoony vertically scrollin' race thingie set on the rapids of a few great rivers around the world (Amazon, Yukon, Nile, Rio Grande and Colorado). Biff and Jet are the two pals cruisin' downstream perched in their inner 'toobs', avoiding branches, thorn bushes and logs that'll pop their tyres, dodgin' fishermen, crocs and other nasties and generally tryin' to stay afloat. There are points to be scored too for scootin' through slalom gates and survivin' the worst white water raftin'. All in all a nice antidote to platform beat-'em-ups and racin' games this Christmas — out in November at £9.99/£14.99. Get paddling (sorry, paddlin'!).

Toobin'

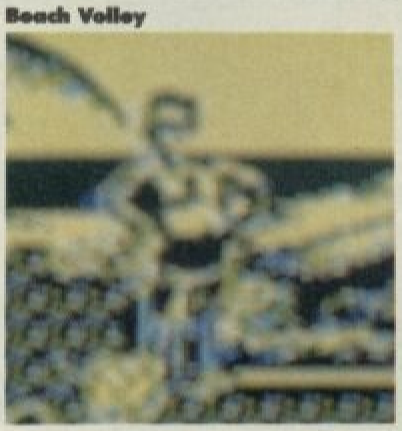


Beach Volley

Ocean

Bliminey! The summer's over and the *YS* volleyball team's packed the net away for another season, so why's Ocean chosen now to bring out a volleyball game!? Because winter's

Beach Volley



setting in and we're all missing the sizzling sun already, that's why! (At least we are here.) Now you'll be able to pretend you're frolicking on the beach all year round (or something).

Beach Volley is pretty much as it sounds really. It's a side view of a game of, um, volleyball played on, um, a beach. Or at least it is sometimes. The game goes through various stages of a trophy played in different countries around the world, so when it's in England it's in front of Big Ben, in Egypt there are pyramids and so on.

The players and backdrops are all on the cartoony side and the gameplay is designed to be accessible and fun, rather than complex and involved. A bit like real volleyball, in fact. Ocean France (yep, Ocean's gone global, it would seem) came up with the 16 bit originals, but Core Design in the UK has converted it to the Speccy.

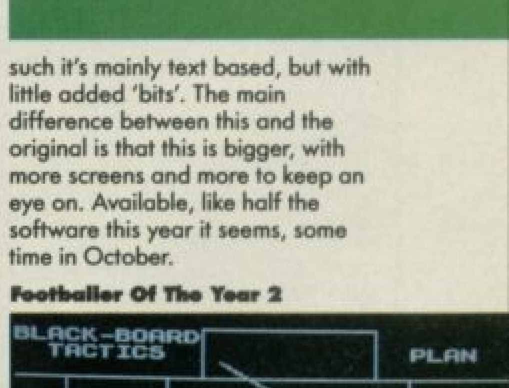


Beach Volley

Footballer Of The Year 2

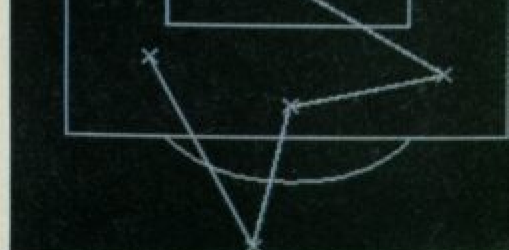
Gremlin

Ah, what can we say about this? It's the sequel to *Footballer Of The Year* (recently re-released on the *Soccer Squad* compilation) and is basically the same — but more so. It's a football management game, and as



such it's mainly text based, but with little added 'bits'. The main difference between this and the original is that this is bigger, with more screens and more to keep an eye on. Available, like half the software this year it seems, some time in October.

Footballer Of The Year 2



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Moonwalker

US Gold

Michael Jackson — what a fruitcake, eh, viewers? Some uncharitable types may have thought US G was in a similar frame of mind when it decided to do a computer game based around him, but not us, oh no. The game itself is 'slightly' bizarre, which isn't too surprising since it's based on the 'slightly' bizarre movie of the same name, which is based on the 'slightly' bizarre individual (and so on).

But how does the game itself work then? Well, you play Michael (of course) in a series of game scenarios. For instance, one is a sort



Moonwalker

ot maze affair which you look down upon *Gauntlet* style. You pick up icons which doesn't sound too unusual — until you hear what sort of icons they are. Yep, they're pieces of a rabbit suit (of course!) and as you collect the ears, the fluffy tail and all the gear the little piccie of Mickey in the bottom corner gets

Moonwalker



increasingly bunny-esque! Blimey! Next to that the other spooky bits — like when he turns into a space ship — look tame in comparison.



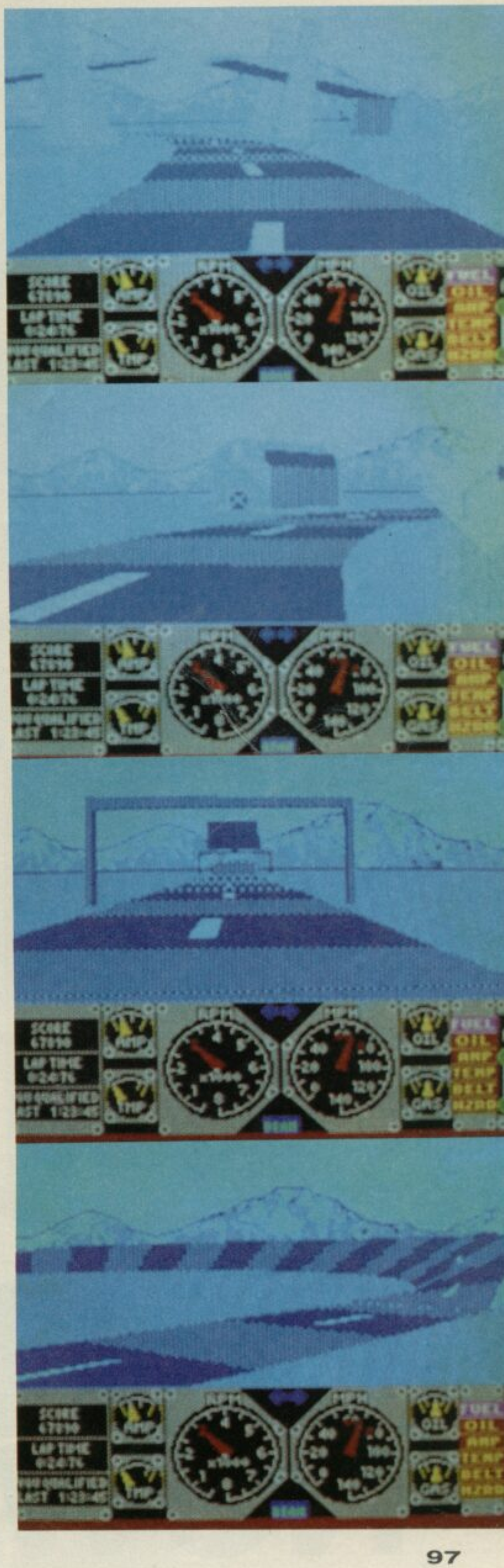
Hard Drivin'

Domark

Gordon Bennett! Strike a light! If it isn't another



racing game! Hardly a shortage of them this Christmas is there? Still, *Hard Drivin'* is a rather different tin of potted shrimps from most — it's almost the game that the term 'driving sim' was invented for. You'll remember the coin-op. Based apparently on a machine intended for use in driving schools, it was the most accurate simulation yet, with clutch, brake and accelerator pedals, a choice of auto or manual transmission and even an ignition key! The *YS* team blew pounds on it every lunchtime for a month (well, nearly). And now (yes!) it's available on the Speccy — or about to be. There are still two routes to choose between — the speed course and the ever so, um, loopy stunt course, which featured raised bridges, cars coming the other way and loop-the-loops rather like a giant Matchbox Whizzwheels set! Our resident *Hard Drivin'* expert (Monsieur Le Dunc) says the coin-op also had a skid pan hidden near the beginning of the course if you took a very sharp left, but whether such sophistications will reach the Speccy we'll have to wait to December to find out.



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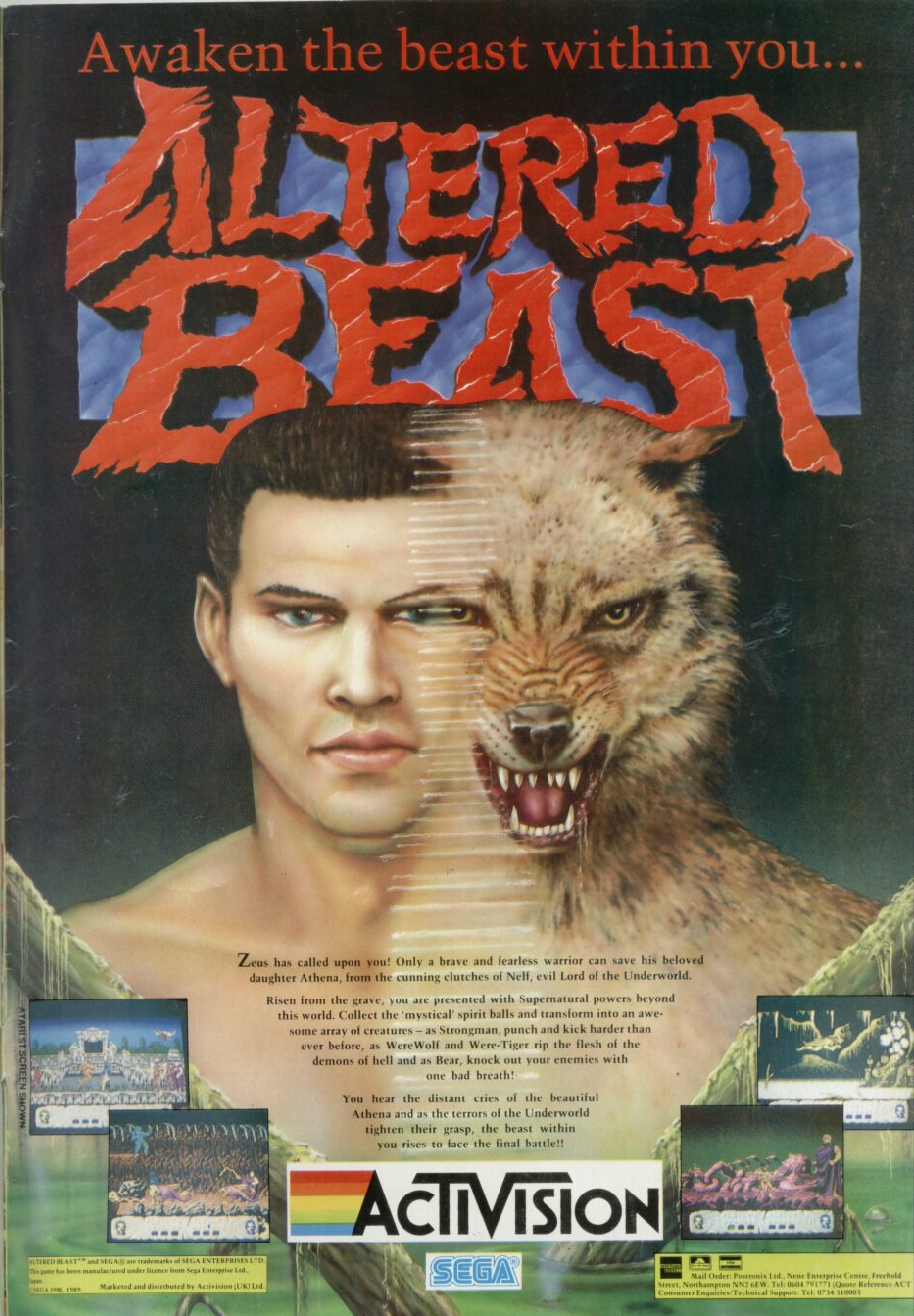
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